

The Gates of Hell

Grimoire of Cosmic Entities Volume One

By Eli Atkinson, William Church and Serge W. Desir, Jr.

Original Concept by Serge W. Desir, Jr.



Chapter Eight: The Arch-Devils

The Gates of Hell

by Eli Atkinson, Will Church and Serge W. Desir, Jr.
Original Concept by Serge W. Desir, Jr.



Development Team:

Eli Atkinson, Will Church, Michael Chidester,
Serge W. Desir, Jr., Sean Johnston, Michael Jones,
Joe Karpan, Nicholas Varrasse



Graphic Production:

Eli Atkinson



Dicefreaks Logo Design: Tim Moore



Additional Thanks:

Robert Coutier, John Harris, Alan Jacobs Richardson,
Adam Silva-Miramon, William Teebay, Simon Xu



It was not until I uttered the final phrase that I was sure that I had performed the invocation correctly. Even so, I could not help but wonder whether I had erred in my judgment. I quickly put aside the notion. I am rarely wrong and this summons had a great purpose. With the knowledge acquired, I would come closer to uncovering the secret after which I've sought for eons. My goal, of course, was to bring a devil to Oriund. Not just any devil, but a devil god, an arch-devil. The rulers of Hell themselves use no less an appellation, and though I did not seek one of the Nine, I sought a being of similar power. Now, after long searching and endless research, I thought I had uncovered the forbidden magic that would achieve my goal.

A horrendous cry, as if the very gates of Hell were being torn from their hinges, filled my ears. An unspeakable stench choked the air. Even my sanity was attacked as if coherent thought were some garment that could be rent and torn, leaving me naked to the horrors of the depths below. Were I a weaker man, I would have cried out to the gods for help at that point. But I am not weak nor am I a hypocrite. I had damned myself long ago in their eyes. It was in my own power, the wards I had woven and strengthened over many long days, that I placed my confidence.

The bedrock that lay within the magic circles sank slightly. A myriad of cracks and scars appeared over the floor's surface, tracing a web-like design that vented sulphurous steam into the otherwise sterile air of my laboratory. In the midst of the hellish vapors I heard a cry of outrage, and I marked the silhouette of a single creature.

Quickly I mumbled a spell, and a moderate wind swept through the area, clearing the vapors away, and revealing a creature lizard-like in appearance. Loose, black robes covered its frame. Only the elongated, slightly reptilian head, and curiously hand-like feet, could be easily seen. It was obvious and intended that the creature had been hurt by its unexpected journey. Rage marked its form as it slowly turned its attention to me. The look of murder in its eyes quickly faded. Perhaps it saw the disappointment in my own eyes. Doubtless, it recognized me as well. I spoke quickly to establish the parameters of this parley. This creature could only appreciate power and I have plenty of that.

"You are no arch-devil," I stated in a flat voice.

The creature drew itself up to its full height, only six feet or so, and looked down its almost nonexistent nose at me. "Just as well, or you would be dead now." Its voice, though bold, was nasal and muffled.

"Do you know me?"

The creature regarded me cautiously. It nodded.

"Then you know I do not fear you nor your fallen master." I smiled as the creature's eyes narrowed; this devil knew many secrets, but I had studied him and knew him by reputation and appearance. I did not, however, use his name, nor the name of the Lord of Flies, this devil's master. Such a thing would have been most foolish.

The lizard-devil – it is safe to refer to him in such a manner or as "The Snitch" – tested the air with a forked tongue. "Perhaps I can be of service to you," he suggested, managing to hide the greed which I knew was growing within him, greed enough to exceed his fear. He well knew that I held him in a position of weakness; I could banish him for an age, or destroy him if I chose. I knew that he doubted his ability to prevent me in either thing.

"Perhaps," I responded, amused at the creature's temerity. Bargaining with such a being would be foolish. More foolish than calling him by name.

Feeling emboldened by my response, the creature continued. "I'm sure we can come to some arrangement. I can ferret out secrets such as you never dreamt of."

I was not about to play things his way. "The arrangement is simple," I announced. "You speak and you are free to go; otherwise, I will destroy you. You please me and you are free to go; otherwise, I will destroy you."

"So self-assured you are, mortal," said the Snitch with a look of false hurt in his eyes, the devil's show of mock bravado. "What matter is so important that you risk your soul in facing me?"

I smiled a grim smile. "Tell me, Snitch, of the Hidden Lord."

Unconsciously the devil cringed. "Would that you had asked me to speak of Eblis or Sammael," he spat. "Fewer consequences in risking their ire. Must it be of that arch-devil we speak?"

I nodded solemnly in reply, watching with interest as the Snitch began to shiver. "I know enough of all arch-devils save him alone. Tell me of the Hidden Lord... or is he beyond the webs of your master?"

The trembling increased at that, and I recognized that the devil was shaking not out of fear, but out of anger and shame.

"I can tell you nothing of the Hidden Lord, Maker," whispered the Snitch at length. "He hides where I dare not seek."

I sighed at his response. I had heard similar before, though never from one ranked so highly as the Duke of Secrets. Shaking my head, I squared my shoulders. "So be it. I will keep my end of the bargain."

Resolutely I stepped within the circle.

An excerpt from *the Memoirs of Mammun*, as found in Jaimin D'Elcrys' *Commentary Diabolique*. *The Memoirs of Mammun* is officially accounted a "lost book", and unofficially accounted nothing more than a myth.

There is much confusion about the distinction between arch-devils and the god-like Lords of the Nine. The Lords of the Nine are the nine arch-devils that rule the Nine Hells. Eight of the Lords are of quasi-divine status, although they wield near omnipotent power on their respective layers, and significant power beyond; Asmodeus, The Overlord of Hell, is something more than a Lord of the Nine, possessing might, wit, and intellect rivaling (and, some legends insist, surpassing) that of the greatest gods. Arch-devils, however, are something different. Simply put, an arch-devil is a devil of such power that, while it does not rule a layer of Hell, it exists as a near perfect representative of Lawful Evil, and commands servants of Lawful Evil to a degree almost equal to that of the Lords of the Nine. In the end, all Lords of the Nine (save Asmodeus) are arch-devils; most arch-devils are not Lords of the Nine.

The arch-devils make up the second strata in infernal nobility, towering above the Dukes of Hell in station, but still less politically and physically powerful than the Lords of the Nine. Most arch-devils have committed some manner of crime against Hell (i.e. Asmodeus), although many have no idea what it is they did wrong. On occasion, Asmodeus will simply decide to cast down a current Lord of the Nine, promote a Duke of Hell to arch-devil status and immediately banish her, or allow an arch-devil to function as an infernal diplomat of sorts (like Gargauth of the prime world of Toril). The best known most recent reshuffling of arch-devils occurred with the *Dies Irae*, when it appeared that Asmodeus would finally lose his almost eternal rule of Hell. At the end of the conflict, when Asmodeus once again emerged victorious and unscathed, The Overlord of Hell cast out the then Lord of the Fifth, Geryon (interestingly the only Lord who remained loyal to him), and promoted a formerly *imprisoned* arch-devil well-known for his treachery in the past, one Prince Leviathan. Likewise, he threw Moloch, the Lord of the Sixth, out of Hell and granted the position back to the arch-devil Lilith. In eons past, there were even greater purgings across the ranks of the arch-devils and many suspect that more such changes will occur with the so-called *Gathering Darkness*.

It is unknown how many arch-devils exist, although there are at least 27. It is generally accepted by those in the know that the original arch-devils (which included Dispat, Leviathan, Lilith, and Mephistopheles) were once the maleficarim that emerged whole from the blood of The Overlord of Hell when he plummeted into the Depths Below, creating the Nine Hells as he fell. It is also believed that while most maleficarim were de-

stroyed by Lucifer the Satan before the Dawn of the Gods, a fair number were granted arch-devil status; while most were subsequently exiled Hellish politics, a few – like Merorem the Darkwind – were granted official station in Hell. Other arch-devils appeared with the coming of fallen angels; whether from the Voyeurs (like Semyaza) or The Fallen (like Astarte, Beelzebub, Belial, and Moloch), most of these were likewise granted infernal cosmic power, but denied a true role in Hell's official politics.

Despite sharing the appellation of "arch-devil", these scion devils are very much individuals with varying goals, power, and interests. They are extremely powerful and so dangerous that even the Lords of the Nine treat them with caution. A few are exiled to the first layer of Hell, Avernus, although a fair number have their own "realms" in places like Gehenna, the Plane of Elemental Fire, and The Outlands. Due to their unique station in the hierarchy of Hell, few command vast numbers of devils, but all have powerful servants at their disposal. Some are not above working with daemons, demons, and even celestials in pursuit of their desires. Arch-devils are purveyors of tyranny, stealth, corruption, betrayal, and all other aspects of Lawful Evil. They are never to be handled with anything less than supreme respect and the utmost prudence.

The Arch-Devil Template

Creating an Arch-Devil

"Arch-devil" is a template that can be added to any Duke of Hell, maleficarim, or Lawful Evil Fallen celestial with at least 30 HD. On rare occasions (DM discretion), Asmodeus, The King of Hell, may grant this boon to other powerful Lawful Evil creatures with at least 31 Hit Dice; mortals promoted in this fashion must be at least 31st level. Ascended mortals will use the totality of their character class in place of HD where HD is used as a basis upon which to determine DCs unless otherwise noted. Additionally, when used on a Duke of Hell, many of the arch-devil adjustments do not stack unless otherwise noted.

The base creature's sub-types change to Extraplanar, Evil, and Lawful. An arch-devil uses all the base creature's statistics and special abilities, and special qualities except as noted here:

Hit Dice: The arch-devil receives maximum hit points per Hit Die.

Speed: The base speed of the creature is increased by

30 to all modes of movement except fly; this stacks with the increase granted by the Duke of Hell template. All arch-devils gain the ability to fly 200 ft (perfect). If the base creature had a better fly speed, it retains that speed.

Armor Class: If the base creature or Duke of Hell already has a natural armor class, it remains the same. If the base creature does not have an inherent natural armor class, it gains natural armor of +20. In either case, the creature gains a +6 profane bonus to armor class (which overlaps with that possessed by the Duke of Hell template) and a deflection bonus to Armor Class equal to its Charisma bonus.

Arch-Devil Qualities: The arch-devil retains the base creature's special qualities. The arch-devil also gains the following:

- Immunity to fire and poison.
- Resistance to acid 30 and cold 30.
- See in Darkness (Su): The arch-devil can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.
- Telepathy 1,000 ft.
- Damage Reduction: The arch-devil acquires damage reduction 30/epic, good, and silver; if the damage reduced number for the base creature was higher, the arch-devil retains it, although the material(s) necessary to breach the reduction are replaced with epic, good, and silver.
- Regeneration (Ex): Regeneration equal to double the arch-devil's Constitution modifier. The arch-devil takes normal damage from epic, good-aligned silvered weapons, or from spells and effects with the good descriptor.
- Spell Resistance equal to the arch-devil's challenge rating +12.
- Arch-devil Awareness: An arch-devil can sense anything within one mile around the mentioning of its name, titles, or an item of importance to it for up to one hour after the event. This power is barred from places associated with gods of goodness, the Lords of the Nine, and beings with divine ranks or cosmic ranks of 1 or higher.
- Divine Rank 0: As part of the higher-level nobility of Hell, the arch-devil gain a degree of might unknown to mortals and common devils. An arch-devil gains immunity to polymorphing, petrification, or any other attack that alters its form. An arch-devil is not subject to energy drain, ability drain, or ability damage. An arch-devil is immune to mind-affecting effects. An arch-devil is immortal and cannot die from natural causes. An arch-devil does not age, and does not need to eat, sleep, or breathe. The only way for an arch-devil to die is through special circumstances.

Call Devils (Sp): Like the Dukes of Hell, arch-devils are able to *call devils*. However, despite their vaunted status as near supreme devils, many arch-devils rarely attempt to *call* common devils, fearing the wrath of The Overlord of Hell. Additionally, many common devils, aware of the outcast nature of most arch-devils, often ignore *calling* attempts. As a standard action, an arch-devil can attempt to *call devils*. The arch-devil may attempt to *call* up to three times a day, 3 pit fiends, 9 gelugons or cornugons, or 18 of any lesser type of devil. An arch-devil commands more powerful devils than average. When the arch-devil *calls devils*, these

devils have twice their normal Hit Dice. For instance, if Merorem the Darkwind were to call gelugons, the gelugons who answered would possess 32 Hit Dice. Since these devils are *called*, they have the ability to *summon* other devils as their Monster Manual descriptions allow. For outcast arch-devils, there is only a 50% chance the call will be answered. Outcast arch-devils maintain their own cadre of servants, which they can *call* in a manner similar to devils, falling within the same CR spread. They do not suffer the 50% penalty when *calling* these servants. For example, Semyaza, a fallen solar, has his own array of fallen planetars who serve his whims. *Call devils* is equivalent to an epic spell.

Diabolical Adaptation (Su): Some arch-devils will exhibit special abilities or qualities different from their peers. For example, while most arch-devils are completely immune to all kinds of fire, magical or mundane, an arch-devil hoping to become a god associated with winter may be immune to cold. Each arch-devil gains at least one special ability or one special quality in keeping with his/her duties and areas of interest upon its promotion; for every 20 total Hit Dice and class levels possessed, the arch-devil acquires an additional special ability or special quality. This replaces, and does not stack with, any existing benefits from previous Diabolical Adaptations from the Duke of Hell or another similar template. It is interesting to note that some creatures, particularly maleficareim, do not retain their racial special abilities upon gaining the arch-devil template.

Diabolical Aura (Ex): The presence of an arch-devil is so vile that it causes lesser beings to cower or pay homage to the might of the evil they represent. All within 90 feet of an arch-devil must make a successful Will save equal to 10 + ½ the devil's Hit Dice + the devil's Charisma modifier + any existing enchantment bonuses (e.g., from the Spell Focus: Enchantment feat). Those who succumb to the evil the arch-devil represents suffer one of the two following effects as determined by the arch-devil (who can change the effect, or discontinue it, as a free action):

Cower: Affected beings cower before the might of the devil. They can defend themselves normally but take no actions.

Induce Fear: Affected beings become panicked and suffer a -4 morale penalty on attack rolls, saves, and checks. The merest glance or gesture from the devil makes them frightened, and they flee from it as quickly as they can. A panicked creature has a 50% chance to drop what it's holding, chooses its path randomly (as long as it's getting away from immediate danger), and flees any other dangers that confront it. If cornered, a panicked creature cowers.

The arch-devil can make its servants, worshippers, beings of Lawful Evil alignment, or a mixture of all three types immune to this effect as a free action. This immunity lasts one day or until the arch-devil dismisses it.

Deities and cosmic entities are immune to an arch-devil's diabolical aura, except on a successful opposed rank check.

Diabolical aura replaces any existing *fear* auras of the base creature.

Diabolical Metamorphosis: Almost all arch-devils experience some kind of physical change upon their apotheosis into this new status. This new form always relates to their duties and desires. For example, the lustful Semyaza often appears as the physically beautiful Solar he once was. This allows a degree of flexibility for the

designer. Any adjustments in size and physical make up may affect the arch-devil's attack methods or his advancement benefits. The designer should modify attack methods and locomotion accordingly, but keep basic combat statistics the same.

Diabolical Prowess: An arch-devil possesses might beyond that of lesser beings. He receives a +9 profane bonus to the DC of his special attacks, spells, and spell-like abilities, and to the effective caster level of his spellcasting, if any.

Locked Within the Gates: An arch-devil cannot travel into the Prime Material Plane by "traditional means." Thus, the arch-devil cannot use nor take advantage of spells like *planeshift* or *gate* to travel between the Realities. Only powerful magicks, like *circle of the Nine Pits*, grants an arch-devil the ability to enter the Prime. Interestingly, if an arch-devil is given certain magic items, such as an *amulet of the planes*, by a mortal, he can use it to travel to the mortal coil once a year for up to nine days; while the mortal must be willing, he cannot be a sworn servant or worshipper of the arch-devil.

The Presence of Hell (Su): So terrible is the presence of an arch-devil that it may corrupt an entire area with but a thought. Once per day as a standard action, an arch-devil may *unhallow* an area with a radius centered on its person equal to 30 feet per Hit Dice. The arch-devil can determine which spell to attach to *unhallow* as listed in the *Player's Handbook*. The duration and all associated effects of *unhallow* and the adjoined spell are based upon the arch-devil's spell-like ability caster level.

Although an arch-devil detests the forces of righteousness, he also fears them. As a result, an arch-devil finds it difficult to enter any *hallowed* site. An arch-devil attempting to enter a *hallowed* site must make a Will save DC equal to 40 + the divine rank of the represented god (if unknown, assume the highest possible numeric value of the divine ranks) + the god's Charisma modifier (if this is unknown, assume a +9); an arch-devil cannot use its spell resistance to overcome this effect. If the arch-devil succeeds in entering the *hallowed* area, the area immediately becomes *unhallowed* as described above. Once an arch-devil breaches holy ground, the god in question is immediately alerted to the fiend's presence and will often (DM's discretion) send a proxy or an avatar to deal with the intrusion.

Spell-like Abilities or Psionics: An arch-devil retains the spell-like abilities and psionic attacks of the base creature. Across the board, however, an arch-devil will lose abilities that allow it to see through illusion or determine if another creature is being honest; thus a fallen advanced Solar would lose the ability to *discern lies* and *true see*. The caster level for spell-like abilities is always the arch-devil's Hit Dice + 9, with spellcasting class levels having a 50% chance per level of increasing the caster level by +1. Ascended mortals cast as 40th level Sorcerers; additionally, for every spellcasting class level over 31st level, there is a 50% chance that the mortal will gain a one level increase in their spell-like ability caster level. All arch-devils gain the following spell-like abilities: at will: *animate dead*, *blasphemy*, *charm monster*, *deeper darkness*, *delayed blast fireball*, *desecrate*, *detect chaos*, *detect good*, *detect magic*, *flame strike*, *greater dispel magic*, *greater invisibility*, *greater teleport*, *magic circle against chaos*, *magic circle against good*, *mass hold monster*, *mirage arcana*, *persistent image*, *polymorph*, *power word stun*, *raise dead*, *suggestion*, *symbol of pain*, *unhallow*, *unholy aura*, *wall of fire*.

3/day: *destruction*, *firestorm*, *meteor swarm*, *oppress*. 1/day: *hellball*, *wish*. If the base creature already had access to a listed spell, it does not gain the ability to cast the spell multiple times. In other words, an infernal that becomes an arch-devil cannot cast *hellball* twice a day despite having the ability to cast the spell naturally.

Abilities: The arch-devil may apply up to a total of 9 points to his ability scores, scattering as necessary to meet his new responsibilities in Hell (the designer is under no obligation to use these points). The arch-devil may also "swap" existing ability scores on a two for one basis; i.e. the Arch-Devil could exchange 2 points of Strength for 1 point of Intelligence. These bonuses stack with those gained by the Duke of Hell template.

Feats: The arch-devil typically retains any existing feats of the base creature, although at times the arch-devil will "swap" one feat for another so long as the arch-devil meets the prerequisites for the new feat. All arch-devils gain the Corrupt Spell-like Ability and Dark Speech feats listed in the *Book of Vile Darkness* as bonus feats and Epic Evil Brand as a bonus feat as listed in *Epic Insights*, a Wizards of the Coast web enhancement.

Class Levels: The arch-devil may acquire class levels. An arch-devil tends to have at least 15 levels in at least one class suited to his desires and duties; indeed, many are multi-classed. Semyaza, for example, a lecher and whore, has levels in bard, while arrogant Eblis has levels in fighter and ur-priest. This class level acquisition assumes that the arch-devil attained power and experience above and beyond those of his peers during the time before his ascendancy. In certain instances, some class options may seem incompatible due to alignment concerns; however, the arch-devil likely attained such levels prior to become Lawful, Evil, or both. While level advancement does not provide size increase adjustments, the arch-devil gains feats, skills, increased attack bonuses, and the like as if he were an epic NPC. See the *Epic Level Handbook*, in addition to the *Dungeons and Dragons* Core Rule Books, for level acquisition guidelines.

Challenge Rating: +6 + ½ class level. It is important to remember to adjust the CR of the base creature beyond just size adjustments (as described in the *Monster Manual*). For example, if a pit fiend was the base creature and, upon its promotion to arch-devil status, it lost its disease, poison, and constriction, the base CR should be reduced by 2 (each ability counts as 2 points to the CR equation divided by 3). Note that this increase to CR overlaps (does not stack with) that granted by the Duke of Hell template.

Treasure: Quadruple standard

Alignment: Always Lawful Evil

Advancement: By character class

Summoning: An arch-devil can be summoned using the guidelines found in Chapter 2: Forbidden Magic. Note that in the summoning descriptions of certain arch-devils found below, some adverse effects are mentioned for those who summon arch-devils without protective magicks in place – a foolish venture. These adverse effects are supernatural in nature in all cases, and thus are not thwarted by spell resistance.

ADREMALECH, Chancellor of Hell

The Hidden Lord
Assassin 20/Bard 10

Large Outsider (Abomination, Evil, Extraplanar, Lawful)

Symbol: A shadow of a fiend in a wall of red flames on a black, inverted triangle

Hit Dice: 45d8 + 30d6 + 750 (1290 hp)

Initiative: +18 (+10 Dexterity, +8 Improved Initiative)

Speed: 120 ft., fly 240 ft. (perfect)

Armor Class: 72 (-1 size, +10 Dexterity, +13 deflection, +34 natural, +6 profane), touch 38, flat-footed 72

Base Attack/Grapple: +60/+77

Attack: *Dissembler* +84 melee (1d6 + 22 + 2d6 (lawful) + 2d6 (unholy) + 1 (vile)/17-20/x2 + 2d6 (lawful) + 2d6 (unholy) + 1 (vile) + 1d6); or claw +72 melee (4d6+13)

Full Attack: *Dissembler* +84/+79/+74/+69 melee (1d6 + 22 + 2d6 (lawful) + 2d6 (unholy) + 1 (vile)/17-20/x2 + 2d6 (lawful) + 2d6 (unholy) + 1 (vile) + 1d6); or 2 claws +72 melee (4d6+13) and 2 wings +67 melee (4d8+6)

Space/Reach: 10 ft./10 ft

Special Attacks: *Call devils*, death attack (Fortitude DC 50), Diabolical Aura, the Presence of Hell, Deny Diabolism, Infernal Glare, Wilt Morality, spell-like abilities, spells, sneak attack +10d6, poison use

Special Qualities: Abomination traits, arch-devil qualities, bardic knowledge +30, bardic music (countersong, *fascinate*, competence, *suggestion*, inspire courage +2, inspire greatness), blindsight 500 ft., damage reduction 30/epic, good and silver, darkvision 60 ft., Diabolical Prowess, divine immunities, Furnace of Falsehoods, hide in plain sight (flames or shadow), immunity to fire and poison, improved uncanny dodge, *nondetection*, regeneration 20, resistance to acid 30 and cold 30, see in darkness, spell resistance 63, telepathy 1,000 ft., uncanny dodge

Saves: Fort +49, Ref +49, Will +50

Abilities: Str 37, Dexterity 30, Con 31, Int 39, Wis 32, Cha 36

Skills: Balance +51, Bluff +95, Concentration +67, Decipher Script +47, Diplomacy +109 (+115 with evil beings), Disable Device +33, Disguise +73 (+81 when acting in character), Escape Artist +88, Forgery +60, Gather Information +87, Hide +76, Intimidate +94 (+100 against evil beings), Jump +69, Knowledge (arcana) +72, Knowledge (history) +62, Knowledge (local) +71, Knowledge (nature) +20, Knowledge (the planes) +72, Knowledge (religion) +72, Listen +82, Move Silently +80, Open Lock +33, Perform (oratory) +36, Search +82, Sense Motive +69, Spellcraft +68, Spot +64, Survival +59 (+65 on another plane, +67 while tracking), Tumble +84, Use Rope +10 (+18 with bindings)

Feats: Alertness, Alluring, Cleave, Corrupt Spell-Like Ability^B, Dark Speech^B, Dodge, Great Cleave, Impostor, Improved Critical (dagger), Improved Initiative, Mobility, Persuasive, Power Attack, Quicken Spell-Like Ability (*fireball*), Spring Attack, Stealthy, Trustworthy, Vile Martial Strike (dagger), Weapon Focus (dagger)

Epic Feats: Blinding Speed, Epic Evil Brand^B, Epic Skill Focus (Gather Information), Epic Weapon Focus (dagger), Improved Death Attack, Lingering Damage, Overwhelming Critical (dagger), Polyglot, Superior Initiative, Tenacious Magic (*greater invisibility*), Vile Death Strike

Environment: The Hidden Flame, Nessus, Ninth of the

Nine Hells of Perdition

Organization: Unique (Solitary)

Challenge Rating: 51

Treasure: Quadruple standard plus *Dissembler*

Alignment: Lawful Evil

In a past long forgotten, the Infernal Perdition of Phlegethos, the Fourth Hell, was not a place filled with the howling and teeth gnashing of petitioners. It was not a place dominated by fallen angels. Belial, the Master of Pain and Suffering, did not always rule. Although Belial and his allies have done all in their power to purge the truth of Phlegethos' past from the Cosmos, there continues to be a few ancient beings who remember when the Fourth Hell was ruled by another and there are but a few who know that the original ruler of Phlegethos still exists. That being is Adramelech, the Hidden Lord.

In Antiquity, Phlegethos, while still Hell's center of pain and purification, was not truly a place of physical oppression and sexual gratification and torment. Phlegethos was more similar to Maladomini of contemporary times, as it was a place of lies, deception, intrigue, and murder. It was here that the flames of hatred and tyranny were concealed beneath a veneer of culture and sophistication. These attitudes were no better exemplified than by the original Lord, Adramelek. Adramelek was one of the original hellspawn, the first beings born from The Overlord's blood shortly after his fall created The Pit. Spared the destruction that took most of his kin, Adramelek was granted rule over the Fourth Hell by Lucifer the Satan where he remained for untold millennia. As the original Lord of the Fourth, Adramelek's power was significant. He claimed every flame as his totem, allowing him to see within the layers - but not personal abodes - of his peers, drawing their enmity and wrath. But Adramelek, who buried his burning contempt and loathing for his comrades beneath a vast intellect, often bested the others, acquiring greater power as time progressed. Adramelek's patience was like smoldering magma, waiting just under the surface until, with sudden violence and accuracy, he would act.

Like all Lords of the Nine, Adramelek coveted The Serpent's Throne and sought to supplant Lucifer the Satan. Adramelek believed that he alone would achieve this lofty goal through involved plots, covert activities, and intrigue. Adramelek served as a key conspirator with Asmodeus when the latter arch-devil orchestrated a successful coup against Lucifer. Adramelek believed that Asmodeus, a relative unknown and much weaker being compared to The Satan, would be far easier to eliminate single-handedly when the time came. Once Adramelek helped install Asmodeus to the Serpent's Throne during the *Battles of Light and Greed*, he began the second part of his ploy to become the King of Hell: he pursued divinity. Adramelek became a powerful patron to nobles who valued the spark of fire that motivated and drove them to success regardless of the obstacles in their way. While some ritualistically burned trees or precious metals, others went as far as to burn children; in all cases, these sacrifices were said to strengthen the souls and resolve of those who performed them. Adramelek gained much from these cults and soon the spark of divinity kindled within him. Seeking to expand his power-base, Adramelech loosened his orderly nature, believing that in doing so even more foolish mortals would find their way to him. It was here that Adramelek would fail.

In becoming pure evil, Adrammelek's being conflicted with the very essence of Hell, something The Overlord could not tolerate. Furthermore, Adrammelek's obvious pursuit of divinity risked upsetting the Hierarchy of Hell. The Overlord determined that Adrammelek would need to be removed and it just so happened that *The Great Fall* occurred with exquisite timing. The newly arrived fallen angels from the Realms Above granted Asmodeus the tools he needed to remove Adrammelek from power. With proper, secret enticement, Asmodeus all but declared his desire to see Belial, a Duke of Hell and fallen angel placed under Adrammelek, as the Lord of the Fourth. Clearly showcasing his own powers of conspiracy and intrigue, Belial, with no little help from Nessus, revealed the taint of Chaos within Adrammelek to his servants, slowly isolating the Lord from his support. Ignorant of the changes in behavior and attitude among his servants due to his almost perpetual intoxication on divine power, Adrammelek was ill-prepared when Belial struck. In one of the few physical altercations between two cosmic entities in Hell, Belial - benefiting from the Lord of the Nine powers - handily defeated Adrammelek. Although a demigod, Adrammelek found that his arch-devil and Lord ranks had been stripped from him, making him easy prey for Belial. Rather than supplicate himself before the new Lord of the Fourth, Adrammelek fled Phlegethos in shame and secrecy, his great plans burnt to ashes. Belial claimed that the original Lord never existed and instigated a campaign to wipe all references to Adrammelek from the Cosmos.

But, Adrammelek was not dead nor did he simply wither away. For some unfathomable reason, Asmodeus, the prime instigator in the former Lord of the Fourth's political downfall, summoned Adrammelek to Malsheem. There, Asmodeus offered Adrammelek the opportunity to maintain an official, but secret, role in Hell. Asmodeus hoped to use Adrammelek's propensity to connive and lie, not to mention his now fresh disgust for both devils and angels, for the purpose of ensuring that nothing in Hell went on without Asmodeus knowing. Asmodeus changed Adrammelek's name to Adremalech and declared him the Chancellor of Hell, technically second only to The Overlord in power. However, Adremalech, who would serve as Asmodeus' chief spy and investigator, was to remain all but hidden beyond Nessus, effectively stripping him of any real authority. Adremalech accepted The Overlord's offer, knowing that his time as a Lord was forever dashed.

Since his reduction in power, Adremalech has led the so-called Order of the Lie (often confused with Beelzebub's Order of the Fly). The Order of the Lie is a cavalcade of devils, most extremely powerful cornugons and Nessian pit fiends, as well as a few Dukes of Hell, who do nothing but spy on other devils, divine realms in Hell, and on diabolical mortal servants across Creation. When and if they discover something potentially threatening to Hell's (i.e. Asmodeus') interests, they remove it. It is said that there is next to nothing that the Order of the Lie - so named because all members are excellent liars without peer, thus facilitating their responsibilities - does not know as it pertains to The Overlord and Hell. All know that the master of the Order is referred to as the Hidden Lord or the Chancellor of Hell, but none have seen him in his true form.

Adremalech suspects that if he were to ever reveal himself, Asmodeus (whom he now knows to be far more

than he appears and one and the same with Lucifer) would destroy him. Still, Adremalech searches for a way to avenge himself against his master and Belial. The vast majority of Adremalech's spying activities revolve around Phlegethos as he hopes to discredit Belial. Indeed, although Gazra does not know it, his rise to power and success in Phlegethos is partially due to Adremalech's influence. Adremalech also maintains tabs on Sammael in the Gray Wastes; he hopes to one day reunite with the Arch-Devil of Venom if and when that devil abandons pure evil and returns to Law. Although Beelzebub does not know the Hidden Lord's true identity, the Lord of the Seventh counts him as a rival and enemy as the Order of the Lie clearly surpasses his own Order of the Fly in its level of secrecy and mastery of conspiracy. Beelzebub has put a great deal of effort into uncovering the true identity of the Hidden Lord and it is known that he has come close to revealing Adremalech four times. Adremalech hates Beelzebub almost as much as he hates Belial, but knows that to challenge a Lord of the Nine directly would spell disaster, so he bides his time for the proper opportunity to discredit the Lord of the Flies.

Adremalech is very rarely seen in his true form by any save the highest-ranking members of the Order of the Lie and Asmodeus. More often than not, he appears as a pit fiend or a cornugon, although one of considerable size and power. He is also fond of the guise of an older, yet handsome, half-elven man in expensive attire. His true form is clearly diabolic. Almost 9 feet tall, Adremalech is long and lean with flesh that seems to glow like scalding iron, and his eyes are like pits of molten lava. Adremalech's very handsome, mature face with an almost perpetual smirk is topped with a pair of long horns and a mane of flaming hair. While he sports vast bat-like wings similar to most hellspawn, Adremalech's are beautiful to behold when unfurled, resembling a peacock's tail, albeit covered in lurid flames. Adremalech speaks in a soft, sultry voice that seems incapable of issuing an angry tone in spite of the hatred and anger that drags at his soul.

Combat

Adremalech despises physical combat, preferring his perpetual anonymity by far, and will avoid physical altercations at all costs. Indeed, Adremalech is of the opinion that the "pen is mightier than the sword," and will seek means to discredit rather than engage. He will typically *teleport* away immediately. However, if forced into a situation where fighting is a necessity, Adremalech immediately *calls* on his servants, and other associates of the Order of the Lie and will attempt to Deny Diabolism on those of Hell's bosom. Such is the reality that Adremalech envisions for his victims... death eternal.

Assassin spells known: 1st - *detect poison, ghost sound, obscuring mist, true strike*; 2nd - *cat's grace, fox's cunning, illusory script, pass without trace*; 3rd - *deep slumber, false life, misdirection, nondetection*; 4th - *clair-audience/clairvoyance, freedom of movement, locate creature, modify memory*. (8/8/7/7. 62nd level caster; base DC 33 + spell level).

Bard spells known: 0 - *daze, lullaby, mage hand, message, open/close, prestidigitation*; 1st - *cure light wounds, erase, identify, undetectable alignment*; 2nd - *blindness/deafness, eagle's splendor, locate object, silence*; 3rd - *crushing despair, displacement, glibness,*

scrying; 4th - *legend lore, zone of silence*. (7/6/6/4/3. 52nd level caster; base DC 32 + spell level).

Call Devils (Sp): As a standard action, Adremalech can *call devils*. He may attempt to *call* up to three times per day, 3 pit fiends, 9 gelugons or cornugons, or 18 of any lesser type of devil. Unlike many arch-devils, Adremalech does not suffer any penalties in *calling* devils. Since these devils are *called*, they have the ability to *summon* other devils as their *Monster Manual* descriptions allow. In spite of his ability to *call devils*, Adremalech rarely does so since he values his anonymity. If put into a situation in which he requires their presence, Adremalech will call only on Nessian pit fiends associated with the Order of the Lie.

Deny Diabolism (Su): As the Chief of Hell's Secret Service, Adremalech has power beyond that of many of the Infernal Peerage. These powers are manifested in one of two ways. First, Adremalech has the ability to strip lesser devils (i.e. arch-devils unassociated with Hell, Dukes of Hell, and common devils) and official servants/worshippers of Hell of their powers 4/day. When Adremalech attempts to use this power, all devils or diabolical servants within a 90 foot cone must make a Fortitude save 54 + 1 per 20 levels and/or HD. Those that fail the save lose the Devil subtype, supernatural powers (including damage reduction and spell resistance), and spell-like abilities; beneficiaries of prestige classes associated with Hell or those who serve as Lawful Evil clerics or Clerics of Asmodeus also suffer a full loss of spells and any special attacks or special qualities derived from their affiliation. Furthermore, mortals lose access to any special boons they may have acquired from a pact made with a devil for the duration of the effect, like ability increases, bonus feats, and the like. Deny Diabolism lasts for 24 hours after which the victims (assuming they are still alive) may make another Fortitude save to regain their powers. Adremalech can return powers as he sees fit, seeming to have no upward limit, as a free action. Second, Adremalech has a 40% miss chance if lesser devils (i.e. of Duke of Hell status or lower) attack him. There are rumors that Asmodeus can cause Adremalech's powers to either fail or reflect back onto the Hidden Lord.

Diabolical Aura (Ex): Adremalech's Diabolical Aura can be ignored on a successful Will save DC 54.

Furnace of Falsehoods (Su): Adremalech knows well the power of sight. Indeed, during his tenure as Lord of the Fourth, he led many into Perdition due to his ability to stoke the fires of the soul and mind to pursue pleasures of the flesh. Since he was cast out of Phlegethos, Adremalech has perfected his ability to offer powerful images, but he no longer limits himself to visions of passion or pleasure, preferring to do whatever it takes to get what he wants for the glory of Hell. As a result, Adremalech is utterly immune to any attempt on the part of others to pierce his own illusions.

Adremalech may call on the Furnace of Falsehoods 4/day. The Hidden Lord unfurls his massive, beautiful wings, causing a gust of scalding - but otherwise harmless - heat to expand in an 80-foot radius centered on his person. Depending on his want, Adremalech can cause a number of different effects with the Furnace (he can also select which creatures are affected).

First, Adremalech can select to force all beings within the radius to return to their true forms if they fail a Will save DC 54. Whatever effect is in place, be it a *polymorph* spell or *cloak of change self*, is simply cancelled

and unable to be reinstated for 24 hours. Shapechanging creatures, like lycanthropes, always revert to their least threatening forms.

Second, Adremalech can cause a powerful medley of spells to take place in the radius. All at once (as a full round action) or one at a time (one per round as a free action), Adremalech may cause the following spells to take effect: *mirage arcana*, *mirror image*, *scintillating pattern*, *suggestion*, *veil*, or *weird*. Each of these functions as the spell except the DCs for all the above spell-like abilities is 56 (as if Adremalech benefits from Spell Focus: Enchantment). Even beings typically immune to illusion or with *true seeing* and similar sensory powers must succeed this save (although with a +9 bonus).

Third, Adremalech can bolster his or the illusory powers of other beings within the radius as he selects. The DCs of all illusion spells and spell-like abilities are increased by 4. Furthermore, illusion spells requiring concentration, like *major image*, find that the length of time that the spell functions without concentration is doubled. This boon lasts for 9 rounds.

Fourth and finally, Adremalech can cause a massive amount of damage to all within the radius. Composed of energy similar to Hell's Fire, this blast of energy causes 90 points of damage, 45 points on a successful Reflex save DC 54.

Infernal Glare (Su): As part of his responsibilities as the head of the Order of the Lie, Adremalech has mastered the ability to track and spy upon those who have attracted the attention of Hell. Adremalech may select any creature he has met over the past nine years and focus his Infernal Glare upon them.

Infernal Glare functions in a manner similar to the *scry* spell as cast by a 64th level caster with the following adjustments. First, Infernal Glare allows the Hidden Lord to not only see but to hear what occurs around the target as if he were actually the target. He may attempt to Listen, Search, or Spot using the target's modifiers on the target's turn without alerting the target. Second, the Chancellor of Hell also finds that his remote sensing ability is slightly enhanced, granting him the ability to widen the ability to anywhere within four miles of the target and to "hear" anything related to Hell, be it the name of a location in Hell, an artifact associated with Hell, or the name of any being (including Lords of the Nine) connected to Hell. Third, Adremalech may "jump" from one target to another through the use of his remote sensing or from one target to another with whom he is familiar up to nine times a day. Finally, Adremalech suffers no reduction in his Glare's power through planar boundaries so long as the realms of gods or personal abodes of cosmic entities with divine rank 0 or greater are not breached. In such cases, Adremalech can breach any such location only once a day and for only nine rounds.

The save associated with Infernal Glare depend upon the creature type of the target. While Adremalech may target up to 81 devils (including Dukes of Hell), he may only target up to 18 non-devils (each non-devil counts as 4 devils for determining how many total targets can be affected at once). For the purpose of this ability, members of prestige classes of perdition count as devils. Common devils and mortal servants with fewer than 20 HD receive no saving throw against Infernal Glare unless they are direct servants of a Lord of the Nine or Duke of Hell; Dukes of Hell, powerful diabolical servants, mortals servants with more than 20 HD, and mor-

tals not tied to Hell in an official capacity receive a Will save DC 54 to avoid the affect. Those that roll at least a 63 also immediately sense that someone or something was *scrying* upon them as they feel a sudden flash of uncomfortable heat across their bodies. Adremalech may *scry* upon nine different targets simultaneously with no ill effect, although in doing so, he may only take move equivalent actions each round. If he decides to focus upon up to three targets, Adremalech may cast the following spells through the Infernal Glare (these are in addition to those included in the *scry* spell description): *charm monster* 9/day, *dominate monster* 3/day, and *suggestion* at will as a 64th level caster. Adremalech may target either the subject of his Infernal Glare or another within visual sight of the target, establishing a kind of remote relationship.

The Presence of Hell (Su): Adremalech's Presence of Hell has a 1350-foot radius centered on himself, and all effects are as those cast by a 64th level caster. The Will save DC is 54.

Spell-Like Abilities: At will - *animate dead, blasphemy, blur, charm monster, create undead, deeper darkness, delayed blast fireball, desecrate, detect chaos, detect good, detect law, detect magic, fear, flame strike, fireball, greater dispel magic, greater invisibility, greater teleport, magic circle against chaos, magic circle against good, major image, mass hold monster, mirror image, persistent image, polymorph, power word stun, produce flame, pyrotechnics, raise dead, read magic, suggestion, symbol of pain, telekinesis, unhallow, unholy aura, unholy blight, unhallow, wall of fire*; 3/day - *destruction, firestorm, meteor swarm*; 1/day - *hellball, implosion, wish*. Caster level 64th, save DC 32 + spell level.

Wilt Morality (Ex): Although he rarely interacts with mortals due to his new duties as the Chief of Hell's Secret Service, Adremalech continues to exhibit some of the near-divine ability to grant power to lesser creatures. 3/day, Adremalech may Wilt Morality to any non-evil being. Adremalech enters into a contract with the mortal, granting up to four *wishes* over the course of nine days. The results of the *wishes* seem to occur "naturally" within 1d4 days, although often in the most unfortunate manner for the surrounding society (like a thief, having recently robbed the local baron, slips and breaks his neck, but not before the bag of gold tumbles right before the client).

All Adremalech asks for in return for this service is the ability to add a little "spark" into the client's life. Essentially, Adremalech infects the victim's soul with a bit of his own diabolical energy, causing the morality within to burn away. For every *wish* granted, the spark devours more of the client's morality, drawing him ever closer to Perdition.

Upon the first granted *wish*, the victim suffers a -4 penalty to his Wisdom and his alignment moves one step closer to Lawful Evil.

With the second *wish*, the victim suffers a -4 penalty to his Charisma as the wilting of his soul produces a sweating, uncomfortable, yet haughty appearance on the client's face; furthermore, he also suffers a -4 penalty to Bluff, Diplomacy, and Intimidate checks with good-aligned beings, who sense his growing evil. He also moves one step closer to Lawful Evil.

The third *wish* grants the client the Evil Brand feat as described in the *Book of Vile Darkness* even if the client is not yet evil. It is at this time that the client has lost

any hope of ever regaining his morality through traditional *atonement* and *questing* as offered by a 31st level cleric of a good-aligned cosmic entity or god. He once again moves one step closer to Lawful Evil.

Upon the fourth and final *wish*, the client's soul is completely burnt to ashes, the only spark of light mystically transported to The Hidden Flame, Adremalech's palace in Hell. The client is a scion of Hell and a thrall to Adremalech; he is also irretrievably Lawful Evil. Most clients who reach this point, while recognizing that something is terribly wrong, have no idea how damned they are. Upon his death, the victim is drawn directly to the Hidden Flame where the blackened husk of his soul is often merged with the distilled light just long enough to be consumed by either Adremalech or Asmodeus. The only way to escape this end is to go into Hell before the client dies and retrieve the client's spark from The Hidden Flame. Clearly, this is a quest of epic proportions and to this date, none are believed to have survived such an attempt; as a result, it is unclear how the spark would be returned to the victim's soul.

Dissembler: This dagger resembles a beautiful, male peacock's feather with a flaming shaft, and is one of the few items that Adremalech always carries. Typically, it is a +9 *axiomatic, unholy dagger*; however when used against devils or diabolical servants of Hell, it functions as a +9 *anarchic, devil dread dagger* (requiring any devils struck by it to Fortitude save DC 54 or be instantly destroyed). The ores and enchantments employed in the forging of this weapon yielded a new type of metal that was lightweight and had the tendency to reflect light into the eyes of its opponents, cursing them with permanent blindness, if they failed a Fort DC 54 save, so that its wielder could easily cut them down. Conversely, its wielder is granted immunity to blinding attacks as a magical by-product of its reflective nature. A gift from Asmodeus, Adremalech does not know that *Dissembler* can be used against its owner.

Possessions: Adremalech does not find it necessary or convenient to carry too much. Indeed, aside from *Dissembler*, the only item Adremalech carries with any frequency is his *amulet of the planes*. Still, as an arch-devil, and the Chancellor of Hell, Adremalech has a vast array of treasure and magic items accessible in The Hidden Flame, should the need arise.

Summoning Adremalech

It is virtually impossible to summon the Hidden Lord since none but members of the Order of the Lie and Asmodeus know he exists. Typically, any attempt to summon Adremalech triples the base Spellcraft DC typical for an arch-devil of his CR.

For those that have heard of the Hidden Lord (and obtaining such knowledge would be an epic quest in itself), an attempted summons would require a sacrifice of blood and bounty to flames – for example, the blood of a phoenix kept in an ornate red-gold chalice thrown into a fire of such fury that the chalice entirely melts and the blood is consumed. Appropriate sacrifices along this line should not be valued at less than 6,666gp. The area within the magic circles should be filled with blood candles (at least 333 of them), and each should be lit prior to the summons.

Unless the Hidden Lord sees some personal benefit for answering the summons, the ritual will always summon a random Duke of Hell. When the Duke arrives, he

perceives the situation to be that of an attempt to permanently banish or destroy him; indeed, he even takes 120 points of damage that cannot be healed or regenerated until such time as the summons ends. The floor cracks and groans, sinking slightly as it does so, to herald the arrival of a Duke in this fashion.

In the event that the Hidden Lord does make an appearance, the spectacle is quite different. The candle flames turn sooty red and climb eighteen feet into the air. A dark presence, composed of shadow and flame and only quasi-real, moves about the area, flickering and dancing like the candle flames that it hovers within. Perhaps because he is not entirely there, or perhaps because of some loophole, Adremalech can leave the wards and enter into any flame within sight – such as the flames used to consume the sacrifices in summoning him. This makes the summons of Adremalech all the more hazardous.

Adremalech always communicates via telepathy, not wanting to have his voice heard where it may be recognized, and thus those that bargain with him do so within an eerie silence, broken only by the crackle of flames. He bargains quickly and ruthlessly, using Wilt Morality to tempt and condemn those with whom he deals.

When the summons is concluded, all flames within the area erupt in a choking smoke that obscures all sight. The smoke dissipates over the next four minutes, and cannot be dispersed sooner. Creatures that must breathe in order to survive must hold their breath while in the area or suffer the effects of smoke hazards as detailed in the *Dungeon Master's Guide*. Once the smoke dissipates, the shade of Adremalech can no longer be seen. However, as the candles and flames continue to burn unless extinguished (at least while fuel remains to feed the flames), none can be truly sure that the Hidden Lord has actually returned from whence he came.

Note that a successful summons of the Hidden Lord is almost guaranteed to attract Asmodeus' attention.

EBLIS, Arch-Devil of Fire

Nemesis of the Heavens

Fighter 20/Ur-Priest10

Huge Outsider (Evil, Extraplanar, Fallen, Lawful)

Symbol: A gray greatsword with two ram's horns jutting from the hilt on field of flames superimposed on a black inverted triangle.

Hit Dice: 76d8 + 20d10 + 960 (1768 hp)

Initiative: +11 (+7 Dexterity, Improved Initiative)

Speed: 90 ft., fly 200 ft. perfect

Armor Class: 63 (-2 size, +8 armor, +10 deflection, +7 Dexterity, +24 natural, +6 profane), touch 31, flat-footed 56

Base Attack/Grapple: +81/+107

Attack: *Heaven's Sorrow* +107 melee (10d6+39+1 (vile)/17-20 x2 +1d6 plus death (Fortitude save DC 76); or *Heaven's Tears* + 93 ranged (death; Fort save DC 36 negates) or slam + 97 melee (3d8+27)

Full Attack: *Heaven's Sorrow* +107/+102/+97/+92 melee (10d6+39+1 (vile)/17-20 x2 +1d6 plus death (Fortitude save DC 76); or *Heaven's Tears* +93/+88/+83/+78 ranged (death; Fort save DC 36 negates) and one negative level 19-20/x3 +9d6 (fire) +9d6 (unholy) and three negative levels), or 2 slams + 97 melee (3d8+27)

Space/Reach: 15 ft. /15 ft.

Special Attacks: Burning Earth, *call devils*, diabolical aura, Divine Impotence, the Presence of Hell, spell-like abilities, spells

Special Qualities: Apostate, arch-devil qualities, cursed, damage reduction 30/epic, good and silver, darkvision 60 ft., Diabolical Prowess, immunity to fire and poison, Lord of Flames, low-light vision, *magic circle against good*, Nemesis of the Heavens, rebuke undead (15/day, +8 rebuke bonus), regeneration 20, resistance to acid 30 and cold 30, see in darkness, siphon spell power, steal spell-like ability, spell resistance 79, telepathy 1,000 ft.

Saves: Fort +60 (+64 vs petrification), Ref +57, Will +60

Abilities: Str 46, Dex 25, Con 30, Int 30, Wis 27, Cha 34

Skills: Appraise +16, Bluff +68, Climb +41, Concentration +93, Craft (armorsmith) +58, Craft (weaponsmith) +58, Diplomacy +51 (+49 with good creatures, +57 with evil creatures), Disguise +12 (+18 when acting in character), Escape Artist +76, Gather Information +47, Hide +32, Intimidate +69 (+75 against evil creatures), Jump +42, Knowledge (arcana) +89, Knowledge (nature) + 18, Knowledge (the planes) +89, Knowledge (religion) +89, Listen +39, Move Silently +32, Search +52, Sense Motive +77, Spellcraft +97, Spot +77, Survival +77 (+82 when on another plane, +80 when following tracks), Use Rope +15 with bindings, Tumble +9

Feats: Armed Deflection, Awesome Blow, Cleave, Combat Casting, Combat Expertise, Corrupt Spell, Corrupt Spell-like Ability^B, Craft Magical Arms and Armor, Dark Speech^B, Exceptional Deflection, Flyby Attack, Great Cleave, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Improved Bullrush, Improved Critical (composite longbow), Improved Critical (greatsword), Improved Disarm, Improved Initiative, Improved Sunder, Improved Trip, Iron Will, Leadership, Malign Spell Focus, Many Shot, Mortal Bane, Persuasive, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Shot, Vile Martial Strike (composite longbow), Vile Martial Strike (greatsword), Weapon Focus (composite longbow), Weapon Focus (greatsword), Weapon Specialization (greatsword)

Epic Feats: Blinding Speed, Craft Epic Magical Arms and Armor, Devastating Critical (greatsword), Dire Charge, Epic Evil Brand^B, Epic Weapon Focus (greatsword), Epic Weapon Specialization (greatsword), Overwhelming Critical, Penetrate Damage Reduction, Planar Turning

Environment: Any land and underground (The Tower of Burnt Ash, Elemental Plane of Fire)

Organization: Unique (Solitary), or elite (Eblis and the Sundered Suns), or squad (Eblis, 1 – 6 fiendish elder elementals)

Challenge Rating: 67

Treasure: Quadruple standard plus *Bracers of armor* +8, *Heaven's Sorrow*, and *Heaven's Tears*

Alignment: Lawful Evil

The Nemesis of the Heavens. The Lord of Flames. The Virtues' Failure. These and other titles belong to what was once the greatest seraph ever. Eblis. Now, Eblis stands as one of the greatest foes to the gods and

the Bastions of Righteousness. He is also one of the greatest threats to humanoids in the Prime Material Plane and the Realms Beyond, seeking nothing less than their extermination.

Eblis' story is one generally unknown to all but the most informed sages and scholars. Indeed, many have no idea that Eblis exists, or confuse him with the likes of Mephistopheles and other Lords of the Nine, the Prince of Unholy Flames, Imix, or even Asmodeus himself. In truth, Eblis may pose a greater threat to mortals than any of his contemporaries. Eblis was once the greatest seraph drawn from solar stock. Legends suggest that he was the first one created by the joint action of the Supreme Virtue of Celestia, the Herald Mikhail, and the Defender of Freedom, Sanoi, after the Holy Compact of the Realms Above. Imbued with the responsibility of promoting goodness across Creation, Eblis was a sworn foe to the Lords Below and to all that sought to offend the powers of goodness. Often, Eblis would be sent on missions to aid the gods of goodness in remote Prime Material worlds, or to decimate troublesome fiends in the Astral or Elemental Planes. He was the Purging Fire of the Heavens, and eventually grew to such might that he became the right hand of the Supreme Virtue herself. It was Eblis who cast out the likes of Semyaza and Azazel when these beings betrayed their trust and co-mingled with lesser beings called Humans. Eblis wielded the power and trust of the Bastions of Righteousness. Eblis was virtually a god.

However, Eblis grew proud and arrogant, and gathered like-minded beings to him, luminaries like Belial, Moloch, and Beelzebul. He came to view the various gods as weak, having to rely on the worship of pathetic beings like dwarves and elves for their survival. He came to view the Holy Compact as a mistake, and felt that beings such as himself should be worshipped for the protection they provided to Creation. So convinced was Eblis of his greatness that he soon came to challenge the gods themselves, aggressively seeking to force mortals to submit to him. The gods, in return, called on their divine servants, many of these other celestials who were now forced to contend with the greatest of their number. In short order, a full-scale war erupted throughout the Realms Above as the gods, furious at the apparent betrayal of the Celestial Hosts, sought to eradicate the Bastions of Holiness from Creation. However, calmer minds eventually prevailed and determined that it was a small group of insurrectionists that caused the trouble and these were eventually defeated and captured. Sensitive to the demands of the gods, the Bastions of Righteousness still offered their greatest champion the opportunity to humble himself and repent. The Bastions went as far as to extend to him the new duty of serving the needs of the mortals he so wronged. Incensed and offended, Eblis cursed the Bastions of Righteousness and the gods, and swore to be an implacable foe to Creation in general, and mortals in particular. Eblis, and others like him, was cast into the Depths Below. Thus passed *The Great Fall*.

In Hell, Eblis was offered a place in the courts of Perdition. However, unlike Beelzebul, Moloch, Belial and others, Eblis scoffed at the notion of working with Asmodeus and The Legions of Hell, viewing them as no better than their celestial counterparts. Indeed, Eblis suggested that he could do a better job than the King of Hell in bringing the Realms Above and the gods to their knees. Asmodeus, for his part, was mildly concerned, a

rare occurrence. Unlike Beelzebul or Mephistopheles, who were so consumed with hate and meaninglessness that they would inadvertently create the means that would lead to their own defeat, Asmodeus sensed in Eblis a sense of meaning almost as profound as his own. This sense of meaning, the destruction of the Heavens and mortals, was something that Asmodeus knew could lead to Eblis making true his threat. So, without a further word, Asmodeus banished Eblis forever from Hell. However, Asmodeus did grant Eblis the power of an arch-devil. The Overlord of Hell knew that Eblis, in spite of his contempt for Hell, would still carry on the deeds of The Pit in his unholy pursuits. As is always the case, Asmodeus was correct in his assumption. Still, Eblis is not a witless patsy; while he knows that his actions and interests indirectly benefit Hell, he believes that once he has his revenge on the Realms Above, he will have enough power to deal with Asmodeus and the Legions of Hell.

However, few know of the Nemesis of the Heavens. Of his own volition, Eblis has become essentially lost to the knowledge of most beings. Dwelling in the Tower of Burnt Ash in the Elemental Plane of Fire, Eblis has perpetrated his own silent war against the forces of the Realms Above. Aware that any direct assault would likely lead to his defeat, Eblis quietly assists all Lawful Evil attempts to destroy souls and mortals, even those directed by the forces of Hell. Likewise, he offers an alternative to evilly inclined fire elementals, who historically have served the will of Imix. Still, he continues to be confused with Imix, as well as the Grand Sultan of the Efrete (with whom Eblis has a friendly relationship). If Eblis has an overarching goal, it is unknown. Still, in recent centuries, Eblis has taken to using the modus operandi of other fire-related devils, namely Adremalech and Belial, to promote his goals. To date, neither the Chancellor of Hell nor the Lord of the Fourth, who have suffered minor set-backs due to heroic incursion against their plots, have determined Eblis' hand in their troubles. If they do, they are likely to retaliate strongly against the arch-devil.

It is safe to say that Eblis despises the various arch-devils and Lords of the Nine. He sees them as evil and pathetic as they wallow in eternal, meaningless struggles against each other and their master. Still, Eblis does keep tabs on a few, including Beelzebul and Belial. Although he counts neither as an ally, Eblis knows that they hate the Realms Above almost as much as he hates them, and knows that he can count on their quiet support on occasion. Among the other Fallen, Eblis is something of a hero and many, even those serving in Hell, have come to his aid on occasion (save the Voyeurs who still despise Eblis for his role in their fall from grace). Eblis has a strong relationship with the Grand Sultan of the Efrete, although what backs this alliance is unknown. Eblis pays Kossuth, the Lord of Fire, grudging respect, but does not count the temperamental elemental as an ally. Eblis has nothing to do with demons and largely ignores them unless they get in his way with the distinct exception of the demon prince, Apollyon. It is believed by many of the older beings in the Cosmos that Apollyon the Dark Angel is the First of the Fallen and that he was cast out, at least in part, by Eblis. While the truth of this event is not a certainty, there is no doubt that Eblis harbors a great hatred for Apollyon and, if confronted with evidence of the Demon Prince of Destruction's presence, will often postpone current plots in favor of destroying

ploys of the Dark Angel and his servants. Apollyon, for his part, seems to regard Eblis in the same fashion he regards other powerful entities: resigned loathing but nothing more. To date, though, Eblis has avoided any direct conflict with the Dark Angel, who may well be strong enough to defeat – and destroy – Eblis in a second encounter.

Eblis is a huge being, his silhouette that of a solar. However, upon closer inspection, one sees how his hatred has burned away his beauty. His great, muscled body seems to be made from flowing magma and his face, imperious and cruel, is gaunt, with heavy brows over his great, red eyes. Two goat-like horns jut from his temples and his wings burn eternally. Eblis is truly a terrible sight.

Combat

Eblis enjoys combat, but he never enters into violence unless he is aware of the power of his adversaries. If possible, Eblis will remain in the background for up to six rounds as he attempts to pin-point divine spellcasters and those dedicated to good gods or cosmic entities. Once this is accomplished, Eblis will enter combat, focusing his attention on the strongest divine spellcaster. If the divine spellcaster is particularly well defended or seems powerful, Eblis will attack with *Heaven's Tears* for as long as possible, hoping to kill the divine spellcaster quickly. Once he deems it safe, Eblis, surrounded by his Diabolical Aura, will enter into melee. He always begins with Divine Impotence, followed by Burning Earth. He will then begin butchering his foes with *Heaven's Sorrow*, peppering them with spells, spell-like abilities (affected by his Lord of Flames ability), and Burning Earth.

Apostate (Ex): The very nature of Eblis makes him possibly the greatest loss to the forces of goodness and law. It has been suggested that Eblis' hatred of the gods and the Celestial Host is what drives and empowers him and this hatred has given him great power and severe weakness. In the event that Eblis has the opportunity to fight a god dedicated to goodness, he jumps to the chance. All attacks a god directs against Eblis are weakened. All forms of attempts to adversely affect or harm Eblis outside of melee or non-magical ranged attacks (including salient divine abilities) deal only half damage to Eblis; furthermore, attempts to limit, change him, or control Eblis are likewise weakened; not only does Eblis gain a saving throw against such effects and get to use his spell resistance to ignore effects, those that do manage to affect him have the duration quartered. Eblis is utterly immune to death effects performed by gods (including salient divine abilities). When Eblis attacks a god, he gains a 50% chance of breaching any divine defense. Even attacks against which the deity should be immune may harm him if he is attacked by Eblis (but not those related to the nature of the deity; i.e. an elven deity would still be immune to *sleep* because she is an elf and a god).

Although Eblis' lack of belief in the gods affords him unprecedented power against them, he cannot abide the power of those mortals who serve them in his stead. Any divine spell or spell-like effect produced by a humanoid being serving a good god or cosmic entity (a cleric, druid, paladin, etc.) functions as if it were Intensified when used against Eblis. Additionally, when Eblis is within 20 feet of a good-aligned divine spellcaster, he

suffers a –1 penalty for every two divine ranks of the god worshipped by the caster to his attacks, armor class, saving throws, and spell resistance. If there are multiple divine spellcasters in the area, the penalties Eblis suffers are based upon the divine rank of the strongest god worshipped. It is for this reason that Eblis tends to focus on divine spellcasters before all others, striking them with Divine Impotence.

Burning Earth (Su): Eblis' hatred for mortals knows no bounds. So intense is his hatred that mortals who behold his anger may die on the spot. 3/day, Eblis can call on the Burning Earth, forcing mortal beings to return to the clay from which some legends say they were formed. All humanoids within 30 feet of Eblis must Fortitude save DC 64 or die instantly, engulfed in flames in a manner virtually identical to the *destruction* spell cast by a 80th level cleric. Humanoids killed in this manner are utterly destroyed; nothing, not even a *miracle* or *wish* spell, can bring a being so destroyed back to life. Indeed, only gods of life (of at least Lesser god rank) or gods with access to the Mass Life and Death salient divine ability can return a humanoid so destroyed back to life. Those that manage to save against this dreadful attack suffer 60 points of damage. For each good aligned, divine spellcaster of at least 21st level (or 21 HD) killed in this manner, Eblis gains +3 bonuses to his armor class, attacks, and saving throws for 1 day.

Call Devils (Sp): As a standard action Eblis can attempt to *call devils*. He may attempt to *call* up to three times a day, 3 pit fiends, 9 gelugons or cornugons, or 18 of any lesser type of devil. Eblis has a 50% chance of success with each *calling* attempt. Since these devils are *called*, they have the ability to *summon* other devils as their *Monster Manual* descriptions allow. Although a foe to the Upper Planes and gods of goodness, Eblis is also an enemy to The Legions of Hell and the other powers of the Depths Below. As such, he rarely attempts to *call* on devils, and if he does, he typically limits himself to pit fiends. However, Eblis has found the means to *call* other beings, namely fiendish fire elementals and efreeti. Thrice per day, Eblis can *call* 18 small fiendish fire elementals, 15 medium-sized fiendish fire elementals, 12 large fiendish fire elementals, 9 huge fiendish fire elementals, 6 greater fiendish fire elementals or 6 efreeti, 3 elder fiendish fire elementals or 8 efreeti; once per month, Eblis can also *call* 1 primal fiendish fire elemental. These beings serve Eblis unquestioningly, although he has had to make occasional concessions to the Lord of Fire Elementals, Kossuth, and the Grand Sultan of the Efreeti, for the access he has to their kind. Eblis also counts on the continued allegiance of at least a score of fallen solars, particularly the Sundered Suns, five solars of exceptional power rumored to be Eblis' sons. They are Awar, Dasim, Sut, Tir, and Zalambur; each is rumored to have at least 60 hit dice and/or class levels.

Diabolical Aura (Ex): Eblis' Diabolical Aura can be ignored on a successful Will save DC 64.

Divine Impotence (Su): Well aware of the power divine spellcasters have over him, Eblis has the ability to punish them for their divine connection. 3/day, Eblis can infect a divine spellcaster with Divine Impotence if he fails a Will save DC 64. An infected spellcaster behaves as if he were half his current levels with regards to all spell-casting effects and special abilities associated with their connection to divinity (turning undead, smite evil, etc). This infection lasts for one day. Once a divine spellcaster is affected by this power, he is immune to it

for one day, likewise if he succeeds in his saving throw.

Lord of Flames (Ex): Eblis has taken the flame as his totem, reveling in its power to burn, appreciating how it perfectly mirrors the hate that rages in the depth of his soul. As Lord of Flames, all fire-based attacks cast by Eblis, whether they are spells or spell-like abilities, function as if they were Corrupt and Intensified, i.e. they deal double the maximum damage, half of which is unholy in nature. Furthermore, Eblis is perpetually surrounded by waves of fire and burning air; all beings within ten feet of Eblis suffer 120 points of fire damage and 120 points of corrupt damage. So great is his connection to fire that Eblis can command fire elementals as if he were an 80th level cleric.

Nemesis of the Heavens (Ex): Asmodeus granted Eblis the power of an arch-devil, suspecting that the Lord of Flames would, by his actions, benefit Hell's agenda. Part of the powers granted to Eblis upon becoming an arch-devil were powers of anonymity, whereby the deities and cosmic entities of the Realms Above struggle to keep tabs on the Nemesis of the Heavens. Eblis is unable to be sought out by means of any mortal divination effect (epic spells may be able to overcome this), and deities treat Eblis as a cosmic rank 15 being for the purposes of whether they can use their portfolio senses to detect him and his activities. Cosmic entities, even those not of good persuasion (but excluding Asmodeus), treat Eblis as a DvR 15 deity for determining whether or not they can sense the Lord of Flames. This sensory blocking power surrounds Eblis in a 900-foot radius, as also his realm at the Tower of Burnt Ash in a 9-mile radius.

Once per year, Eblis is able to sense a major activity conducted by a cosmic entity or deity from the Realms Above. This works as per the portfolio sense of a greater god, save that he is aware of the activity only 9 days before it should come to pass. Overdeities and cosmic powers of greater than cosmic rank 20 and their activities cannot be sensed by means of this ability. Eblis has his own agents, and often uses the information garnered from them to determine whether or not to use this aspect of his Nemesis of the Heavens ability. It is rumored, though, that Eblis has on certain occasions received an impression to look in on a particular deity or cosmic entity's actions; almost every time this has occurred, it has led to Eblis discovering and then thwarting events of major significance to his enemies in the Realms Above. The Lord of Flame suspects that these inklings come from directly from Asmodeus, but generally acts on them all the same.

The Presence of Hell (Su): Eblis' Presence of Hell has a 1,980-foot radius, and all effects are as those cast by an 80th level sorcerer.

Spell-Like Abilities: At will – *aid*, *animate dead*^E, *animate objects*, *bestow curse*, *blasphemy*^E, *cause fear*, *charm monster*, *contagion*^E, *continual flame*, *deeper darkness*, *delayed blast fireball*, *detect chaos*, *detect good*, *dimensional anchor*, *flame strike*, *greater dispel magic*, *greater invisibility*, *imprisonment*, *magic circle against chaos*, *magic circle against good*^E, *mirage arcana*, *persistent image*, *polymorph*, *raise dead*, *resist energy*, *summon monster VII*, *speak with dead*, *symbol of pain*^E, *unhallow*^E, *unholy aura*^E, *unholy blight*^E, *waves of fatigue*. 3/day – *blade barrier*, *destruction*, *earthquake*, *firestorm*, *harm*, *mass charm monster*, *meteor swarm*, *permanency*, *waves of exhaustion*. 1/day – *energy drain*, *hellball*, *power word blind*, *power word kill*, *power word stun*, *prismatic spray*, *wish*. All spells are cast as an 80th

level caster (save DC 31 + spell level, ^E 33 + spell level for spells with the evil descriptor).

Spells: Eblis lost all access to clerical spells upon being cast out of the Realms Above. Now, Eblis casts as an ur-priest (this is an exception to the guidelines on fallen angels as discussed in Chapter 4). *Typical ur-priest spells prepared* (6/7/7/6/6/5/5/4/3/1; 68th level caster; base DC 27 + spell level, 29 + spell level for spells with the evil descriptor): 0 – *guidance* x2, *preserve organ*^V, *read magic*, *resistance*, *no light*^V; 1st – *angry ache*^V, *bane*, *doom*, *extract drug*^V, *shield of faith* x2, *sorrow*^{EV}; 2nd – *boneblast*^{EV}, *bull's strength*, *death knell*, *eagle's splendor*, *enthrall*, *spiritual weapon*, *undetectable alignment*; 3rd – *masochism*^{EV}, *protection from energy*, *red fester*^{EV}, *sadism*^{EV}, *wrack*^{EV} x2; 4th – *damning darkness*^{EV}, *divine power*, *poison*, *psychic poison*^{EV}, *stop heart*^{EV} x2; 5th – *dispel chaos*, *greater command*, *heart-clutch*^{EV}, *resonating resistance*^V, *true seeing*; 6th – *blade barrier*, *fiendish quickening*^V, *harm*, *heal*, *thousand needles*^{EV}; 7th – *bestow greater curse*^V, *dictum*, *repulsion*, *wretched blight*^{EV}; 8th – *dimensional lock*, *discern location*, *evil weather*^{EV}; 9th – *apocalypse from the sky*^{EV}.

^E spell with the [Evil] descriptor

^V found in *The Book of Vile Darkness*

Possessions: Eblis is never without his sword, *Heaven's Sorrow*, a +6 greatsword made entirely of divine fire dealing base 10d6 damage plus Strength as normal; note that the fire is divine in nature and so is not subject to fire resistance or the like. He also always carries *Heaven's Tears*, a +6 composite longbow that shoots arrows composed of pure destructive energy (as per the *destruction* spell, Fort save DC 36 negates). Both are major artifacts directly linked to Eblis' hatred of humanoid beings. Interestingly, both of these artifacts were gifts given to Eblis by the Virtues of Mount Celestia for his service before the Great Fall. *Heaven's Sorrow* appears like a huge, unadorned greatsword with a bright blade of silver fire; *Heaven's Tears* is likewise a plain looking composite longbow with the exception of its "string," which appears as silver fire. If touched by any humanoid, both artifacts will kill the wielder if he fails a Fortitude save DC 50. Even those that save are struck with three negative levels while they wield either weapon or keep them in their possession. Eblis can effortlessly track either item. Eblis always wears a pair of +8 bracers of armor.

Summoning Eblis

Drawing Eblis' attention is a foolhardy venture for mortals since he despises them all to the last. However, powerful mortals attempting to do away with troublesome servants of the Realms Above may be able to entice Eblis if the Nemesis of the Heavens is properly cajoled into service.

Eblis requires the sacrifice of 45 HD worth of good aligned divine spellcasters. The casters must have died within three days of the intended summons, hacked into quarters while they are still conscious and fully aware of what is happening to them. Their bodies are then cremated and mixed with their blood to form a grisly clay. The clay is then placed in the area of the intended summons.

After successfully completing the summons, the clay slowly begins to burn as, in the air directly above, a dark red cloud of flame and brimstone, billows from nothing. Once the cloud extends in a 90 foot radius from the cen-

ter of the summoning area, a tremendous cyclone of flame will descend into the clay. With an explosion of infernal energy, Eblis will appear standing over the clay which will have become ash at his feet. The Lord of Flames will always stoop to scatter the ashes. The entire area within 90 feet of Eblis will become swelteringly, but not dangerously, hot.

The summoner(s) has one minute to convince Eblis that there is a reason for the Apostate not to destroy him (DM's discretion, although a base Diplomacy DC of 81 is a good starting place). If the summoner fails to accomplish this, Eblis will immediately seek to tear down the barriers that bind him. If he succeeds in breaching the wards, Eblis will attempt to kill every mortal in the room as quickly as possible before returning to the Tower of Burnt Ash.

If the summoner manages to convince Eblis that the death of another mortal is not an immediate necessity, the Virtue's Failure will treat as normal, although he has no patience for tithering fools and bores easily. If an agreement cannot be determined within the next seven minutes, Eblis will return to the Tower of Burnt Ash.

When a summons is concluded, the heat that filled the room suddenly dissipates as it all seems to coalesce around Eblis. The cyclone of flames engulfs him and, in an explosion that shakes the foundations again, he disappears. If a *summoning sanctuary* spell is not up, all within 90 feet suffer 120 points of fire damage (DC 53 for half damage).

FIERANA, Arch-Devil of Passion

Lady of Lust

Assassin 20/Monk 30

Medium-sized Outsider (Evil, Extraplanar, Lawful)

Symbol: Feminine red eyes superimposed on a flaming pentagram on a black field.

Hit Dice: 40d8 + 20d6 + 300 (740 hp)

Initiative: +16 (+8 Dexterity, +8 Superior Initiative)

Speed: 170 ft., fly 200 ft. (perfect)

Armor Class: 72 (+14 deflection, +8 Dexterity, +7 monk, +21 natural, +6 profane, +6 Wisdom), touch 51, flat-footed 72

Base Attack/Grapple: +37/+56

Attack: *Fierana's Displeasure* +54 melee (2d10+13 + 3d6 (hellfire) +2d6 (unholy) + 1 (vile) 18-20/x2 + 6d6 (hellfire))

Full Attack: *Fierana's Displeasure* +54/+54/+54/+49/+44/+39 melee (2d10+13 + 3d6 (hellfire) + 2d6 (unholy) + 1 (vile) 18-20/x2 + 6d6 (hellfire))

Space/Reach: 5 ft./5 ft.

Special Attacks: Arouse the Passion, *call devils*, death attack (Fortitude DC 35), Diabolical Aura, greater flurry of blows, Passion's Lips, Presence of Hell, Price of Passion, quivering palm 1/week (Fortitude DC 31), smite good 1/day (+60 to damage), sneak attack +10d6, spell-like abilities, stunning fist 37/day (Fort DC 46)

Special Qualities: Abundant step, arch-devil Qualities, damage reduction 30/epic, good and silver, darkvision 60 ft., Diabolical Prowess, empty body (30 rounds), Flames of Despair, hide in plain sight (flames or shadow), immunity to fire and poison, improved evasion, improved uncanny dodge, ki strike (adamantine, lawful, magic), purity of body, regeneration 10, resis-

tance to acid 30, cold 30, and electricity 10, see in darkness, slow fall, spell resistance 61, telepathy 1,000 ft., tongue of the sun and moon, wholeness of body (60 hp)

Saves: Fort +42, Ref +45, Will +43

Abilities: Str 21, Dex 27, Con 20, Int 26, Wis 23, Cha 38

Skills: Balance +37, Bluff +70, Climb +15, Concentration +24, Craft (leatherwork) +20, Craft (blacksmith) +20, Diplomacy +74 (+80 with evil beings), Disguise +40 (+46 acting in character), Escape Artist +53, Hide +60, Intimidate +62 (+68 against evil beings), Jump +67, Knowledge (arcana) +19, Knowledge (the Planes) +18, Knowledge (religion) +30, Listen +55, Move Silently +56, Perform (dance) +55, Search +28, Sense Motive +55, Sleight of Hand +32, Spot +55, Survival +6 (+8 on other planes, +8 tracking), Tumble +70, Use Magical Device +30, Use Rope +8 (+14 with bindings)

Feats: Cleave, Combat Reflexes, Corrupt Spell-like Ability ^B, Dark Speech ^B, Deflect Arrows, Dodge, Improved Critical (unarmed strike), Improved Combat Expertise, Improved Disarm, Improved Grapple, Improved Initiative, Improved Trip, Mobility, Pain Touch, Persuasive, Power Attack, Quicken Spell-like Ability (*flame strike*), Roundabout Kick, Spring Attack, Stunning Fist, Vile Ki Strike, Weapon Finesse

Epic Feats: Blinding Speed (x2), Dire Charge, Epic Evil Brand ^B, Exceptional Deflection, Improved Death Attack, Infinite Deflection, Keen Strike, Legendary Wrestler, Superior Initiative

Environment: Phlegethos, Fourth of the Nine Hells of Perdition

Organization: Solitary (Unique), or couplet (Fierana and Gazra), or squad (Fierana, 1-6 erinyes and 1-2 pit fiends)

Challenge Rating: 49

Treasure: Quadruple standard

Alignment: Lawful Evil

The Lady Fierana is the daughter of Belial, ostensibly sharing rulership of Phlegethos with her father. Indeed, for centuries after the *Dies Irae*, many mortal sages and scholars thought that Fierana had deposed her father. In truth, Asmodeus required that Belial, a perennial schemer with Beelzebub, take a background role in the politics of The Fourth Hell in return for his continued status as a Lord of the Nine. Fierana would rule publicly while Belial would control things from behind the scenes. To this day, Asmodeus' ultimate goal with this arrangement is a mystery, but it is almost a certainty that the decision will play a significant role in one of his scores of schemes.

For her part, Fierana is delighted with her highlighted responsibilities in Phlegethos. The trip to this level of power was long and arduous. One of Belial's many offspring from his time pillaging the Prime prior to *The Great Fall*, Fierana is apparently the only one ever to do anything to draw his attention. Born on some long-dead Prime world, Fierana was born as evil as her sire, killing her mother (who was violated by the former planetary) and siblings when she came of age. Indeed, in a mirror image of the behaviors engaged in by her father, Fierana's desire to oppress others sexually and physically made her a terrible enemy to men and women in the Prime world she inhabited. During her time in the

Prime, she did not age, but became more and more beautiful and more deadly with her strong mind and strong body. Eventually, she rose to great power in a terrible empire, lavishing her role as an inquisitor and torturer. The acts of torture and oppression she committed were so great that eventually she drew the attention of her father, Belial. Knowing that his daughter was responsible for so much pain and suffering, Belial seduced her and brought her before Asmodeus. Fierana was remade as an arch-devil.

Since that time and until the *Dies Irae*, Fierana quickly grew bored. Initially, she contented herself with tormenting devils, finding them harder than mortals. Belial did not allow her to travel frequently to the Prime, fearing the reprisals from the Bastions of Righteousness. In many ways, the *Dies Irae* and its aftermath worked to Fierana's benefit. Now, as the public ruler of Phlegethos, it is Fierana who tortures the souls who first arrive in Hell (although she still gives the powerful souls to her father). She also oversees the pit fiend Gazra, who manages the security of Hell's first four layers. Still, Fierana knows that she is but a puppet to her father Belial (and likely to Asmodeus as well). Smart enough to know how she measures up with her father, Fierana is content with her status for the time being, willingly accepting and implementing the advice/orders handed down by her father as she quietly considers ways to increase her power.

Fierana has been surreptitiously watching the other Lords and arch-devils, particularly Lilith and Glasya. Although Fierana wants to use men and Lilith wants to destroy them, Fierana still admires Lilith's power and strength, considering the Lord of the Sixth as a potential future ally. Lilith is apparently finds no value in responding to Fierana's overtures for an alliance, ignoring all of the Arch-Devil of Passion's messages to date. Fierana and Glasya, however, have forged something of a friendship. Despite Dispat's orders to the contrary, Glasya regularly shares information regarding powerful, attractive male mortals with Fierana, allowing her access to them if Dispat and his agents fail to soil such souls. Fierana, in return, regularly provides Glasya with information on the happenings in Phlegethos. Most of this information seems mundane and harmless to Fierana; however, Glasya reports everything Fierana says to Asmodeus.

Fierana simultaneously lusts after and hates the Arch-Devil of Lust, Semyaza. To date, neither of these beings has spent significant time together, largely because Belial (who likewise lusts after and hates Semyaza) will not allow it. Semyaza views Fierana as a perfect specimen to grind under his heel and hopes that one day her father's observation slips long enough for him to show Fierana her rightful place. Fierana, in return, hopes to use Semyaza totally and consume him utterly.

Although her lust for Semyaza remains unquenched, Fierana has carried on torrid affairs with both the pit fiend Gazra and her father Belial. Gazra, one of the most powerful pit fiends in Hell, has fallen in love with Fierana, although he takes pains not to reveal his perverse emotions. He believes that Fierana should rule all of Phlegethos and, eventually, Hell. He is willing to do almost anything to help her and promote her interests, even if she herself is unaware that her interests are being considered. So far, Fierana is ignorant of Gazra's feelings, but she does know that he is unusually dedicated to her. So far, Fierana has used Gazra to further her own

ends, and continues to support his rise in power, knowing that in doing so she strengthens her own position. Fierana slowly stokes the coals of the hate Gazra has for Belial in the hopes that the pit fiend will one day attempt to do away with her father.

Fierana hates her father, but can do nothing about it in part because of his much greater power and because she possesses an unnatural desire for him. It is known that the two rulers of Phlegethos have engaged in perverse acts of incest and that Fierana has given Belial many offspring. Fierana hates Belial because he seems utterly immune to her power over males while she seems to fall under his might whenever he wills it. Currently, Belial is unaware of the nature of Fierana and Glasya's relationship, but he continues to watch his daughter and her "allies" carefully, knowing that she is some kind of tool of Asmodeus' which makes her immune to assassination attempts and therefore very dangerous.

Fierana appears as a painfully beautiful, young woman with bright white skin. Unlike her father, whose beauty is clearly unnatural, Fierana's appearance, while extraordinary, is within the scope of mortal possibility. She has large, green human eyes that burst into flame when she is angered, or when she casts fire-based spells or spell-like abilities. Her hair is long and made from strands of yellow, orange, and red. A sinister smirk perpetually flickers on her face, making those who interact with her for extended periods of time question her sanity. The limited amount of clothes she wears is black leather and placed strategically to attract rather than discourage attention.

Combat

Fierana loves close combat, relishing the opportunity to unleash her flames on all who surround her so she can watch them scream in pain. She is just as keen on watching her servants suffering too, and always *calls devils* at the earliest possible moment during combat.

Fierana always rushes into combat, preferably as part of a Dire Charge, pummeling the closest female present and launching one of her fire-based spells as a quickened action. She will then usually cast *greater invisibility* on her person and spend the next couple rounds *calling* devils, and wrapping herself in a Diabolical Aura. She will then press another lightning fast melee attack accompanied by another quickened fire-based spell, again concentrating on any females. Once any female adversaries are disposed of, Fierana will use Passion's Lips on the male with the highest Charisma if the score is at least 16, asking him to help her defeat his allies in return for sexual favors. She does her best (and orders any devils she *calls*) to subdue attractive males rather than slay them.

Only if truly pressed will Fierana use Price of Passion, as she wants to take healthy, attractive males with her back to Abriymoch for an eternity of torture.

Arouse the Passion (Su): Even those normally immune to mind-influencing effects may be smitten by the sight of Fierana. When first the Arch-Devil of Passion is encountered, each creature with an Intelligence score must make a Will save DC 58 or become able to be affected by mind-influencing effects. If such immunity is natural (e.g. the creature in question is an intelligent undead), the immunity is suppressed for 4 hours. If a spell or item granted the effect, it is likewise suppressed for 4 hours; furthermore, any new spell or item designed to confer the same immunity will not work for that creature

until the 4 hour period transpires. Creatures naturally resistant to enchantments lose such bonuses to their saving throws (and do not gain the benefit for the save against Arouse the Passion). Creatures that had no immunities or resistances to mind-influencing effects take a -4 penalty against Fierana's lust-based special attacks for the next 4 hours. A successful save against Arouse the Passion renders the creature immune to its effects for 24 hours, after which the first time Fierana is encountered a new save must be made.

Assassin spells known: 1st - *detect poison, ghost sound, sleep, true strike*. 2nd - *cat's grace, illusory script, pass without trace, undetectable alignment*. 3rd - *deep slumber, false life, misdirection, nondetection*. 4th - *freedom of movement, glibness, modify memory, poison*. (5/5/5/4. Caster level 36th; DC 27 + spell level)

Call Devils (Sp): As a standard action Fierana can *call devils*. She may attempt to *call* up to three times a day, 3 pit fiends, 9 gelugons or cornugons, or 18 of any lesser type of devil. Since these devils are *called*, they have the ability to *summon* other devils as their *Monster Manual* descriptions allow. Fierana loves to call in assistance as soon as a fight begins, hoping not to kill her adversaries, but to subdue them before taking them into the heart of Abriymoch where she tortures them for days on end. For this reason, she will usually call cornugons and pit fiends, instructing them not to kill, but to subdue her would-be victims. Fierana may also *call* the pit fiend, Gazra, once per day. This powerful Pit fiend general supervises the security of the first four levels of Hell, so Asmodeus does not allow him to be easily contacted. Still, if Fierana requests his aid, Gazra, something of her paramour for the time being, will appear. Finally, Fierana has a 50% chance of *calling* her father, Belial. Typically, Belial is more interested in watching his daughter (as well as her adversaries) writhing in pain than he is to answering her *call*, the sight giving him perverse pleasure.

Diabolical Aura (Ex): Fierana's Diabolical Aura can be ignored on a successful Will save DC 58.

The Presence of Hell (Su): Fierana's Presence of Hell has a 1,800-foot radius, and all effects are as those cast by a 40th level sorcerer.

Spell-Like Abilities: At will - *animate dead, blasphemy, change self, charm monster, deeper darkness, delayed blast fireball^F, desecrate, detect chaos, detect good, detect magic, flame strike^F, greater dispel magic, greater invisibility, greater teleport (self plus 1,000 pounds), magic circle against chaos, magic circle against good, mass hold monster, mirage arcana, persistent image, polymorph, power word stun, raise dead, suggestion, symbol of pain, unhallow, unholy aura, wall of fire^F*; 9/day - *angry ache, burning hands, elemental swarm (as fire spell only), eternity of torture, fire seeds^F, fire shield, fire storm^F, incendiary cloud^F, liquid pain, pox, produce flame^F, resist energy (as a fire spell only), sadism, symbol of pain, thousand needles, wave of pain, wrack*; 3/day - *bestow greater curse, destruction, evil weather, hellfire storm, meteor swarm^F, poison, soul shackles, unholy blight*. 1/day - *contagion, hellball, horrid wilting, summon monster IX (fiends only), wish*. All spells are cast as a 40th level Sorcerer; save DC 33 + spell level (^F DC 35 + spell level for fire-based Evocation spells).

As a gift to Fierana (and a bribe to ensure her cooperation for his future plans), Asmodeus granted the Arch-Devil of Passion access to the Fire and Pain domains;

these spells are included in the list above and Fierana may cast each up to 9/day.

Flames of Despair (Ex): All fire-based attacks cast by Fierana are corrupt, i.e. half of the damage is evil rather than elemental in nature. Fierana may also cast any fire-based spell as if they were empowered or quickened every 1d4 rounds. All of her fire-based spells benefit from a +2 bonus to their DC (her fire-based spells are indicated with an * in the spell-like abilities list). To make matters worse, beings that do not possess the fire subtype and other devils have a 50% chance of suffering damage from fire-based spell-like abilities cast by Fierana regardless of their elemental protection. Finally, any being engaged in a grapple with Fierana suffers 10d6 points of damage, which is half fire and half profane in nature; there is no save.

Interestingly, despite her association with flames, Fierana is completely immune to cold or water-based attacks (which do nothing more than annoy her). Additionally, this ability allows Fierana to create her "sword," *Fierana's Displeasure* as a free action at will. Essentially an extension of the flames she commands, this powerful weapon ignores most defenses, and cuts through almost anything. *Fierana's Displeasure* functions as a +9 brilliant energy, hellfire blast, unholy unarmed strike. Fierana can suppress the brilliant energy quality of her strike if she needs to (if fighting an undead or a construct for example).

Passion's Lips (Su): Fierana may manifest her power to ignite the corrupting flames of passion within the souls of lesser beings. She may accomplish this in one of two ways. First, Fierana may attempt to kiss as a touch attack 4/day. If she connects and the victim fails a Will save DC 58, the victim receives a +3 bonus to his Strength and Dexterity for each round for the next 9 rounds. Simultaneously, the victim suffers 2 points of Wisdom and Constitution damage each round until he dies or until the effect wears off. Once the effect wears off, the victim will gain these lost points naturally, while the bonuses disappear immediately.

Fierana's second manifestation of this power allows her to force males of all kinds to submit to her perverse whims and desires. 1/day, Fierana can request a favor from all sentient males within 40 feet of her person in return for a later tryst with her. This essentially acts as a *dominate monster* spell, forcing the male(s) to do virtually anything Fierana requests for the next 9 days if he fails a Will save DC 58. Interestingly, Fierana rarely uses this during combat, preferring to use it during torture sessions. Those who do receive some manner of carnal pleasure from Fierana during or within 9 rounds after the effect wears off suffer the Price of Passion.

Price of Passion (Su): When Fierana reveals the Price of Passion, all within 40 feet of the Lady are struck with pleasure so intense that it hampers their ability to function, affecting victims in a manner similar to a *symbol of pain* if they fail a Fortitude save DC 58 with the following adjustments. After the first three rounds, the pleasure intensifies significantly, increasing associated effects by 2 points. After six rounds, the pleasure coursing through the victim is so intense that he becomes helpless and unable to move or defend himself. By the ninth round, the pleasure is so intense that it utterly incapacitates the victim in a bout of miserable pleasure. Upon reaching the ninth round and for each round thereafter, the victim must make a Fortitude save DC 58 or lose half his Constitution (the minimum Constitution the

victim may be reduced to is 1). This Constitution loss is considered a drain and can only be restored by *true restoration*, *miracle* or *wish* cast by a 21st level good-aligned spellcaster. Fierana may call on the Price of Passion 1/day or any time while in the throes of passion with someone she has seduced. Most affected by this power foreswear acts of physical pleasure for the rest of their lives.

Possessions: Fierana rarely carries (or wears) much of anything.

Summoning Fierana

The summoner must lavishly arrange the summoning chamber with red, hot pink, and white cushions, fabrics, and curtains. Pink and red roses, at least four score, must carpet the chamber floor. The total value of the arrangement must be at least 4000 gp that is in addition to the base price for summoning an arch-devil of Fierana's CR. Furthermore, the summoner must place four grills burning with saffron and other herbs around the summoning chamber.

Upon successful completion of the summons, the chamber will slowly darken even as a red, fiery aura engulfs the area. Flames will burst from the grills, leaping to ignite the cushions, fabrics, and curtains. The roses will ignite slowly, allowing a rich, sweet odor to waft through the area. Women's moans will echo through the chamber as, in the center of the chamber, a red shadow will rise from the ashes of the roses. Undulating passionately in mid-air, Fierana will coalesce from the shadow.

Fierana will concentrate all of her attention on the male with the highest Charisma present (of at least 18), even if it is obvious that he is not the most powerful person present. In order for another to get her attention, the supplicant must achieve a Diplomacy check against a DC of 64, otherwise, the Arch-Devil of Passion will ignore him. If the supplicant rudely interrupts Fierana as she flirts with another, she will immediately attempt to breach the wards and punish the offender although she is not likely to kill him. In the event that the target of her affections makes it clear that he is uninterested in Fierana without offending her (again, requiring a Diplomacy check against a DC 64), the Lady of the Fourth will then turn her attentions to the lead summoner, ready to parlay.

Once she settles down to business, Fierana is very direct and curt. She hopes to get directly to an arrangement and will not hesitate to insult or intimidate those who appear to be wasting her time. Fierana is generally only interested in making contracts that will spell the doom for areas at least the size of a large town. She could care less about situations that are private and insular unless she can find the means to expand such situations to the population at large. In the event that Fierana cannot come to an arrangement, she will demand payment for her time: intimacy with the mortal of her choosing. If this is not arranged, Fierana will attempt to breach the wards. If this is agreed to, Fierana demands that those who summoned her remain while she uses Passion's Lips on her target.

In the event that Fierana ever breaches the wards to her summons, she is guaranteed to return to Hell with at least one living mortal, preferably a male with a high Charisma.

When Fierana returns to Hell, she will begin to moan and writhe as if in tremendous pain or passion. Bloody

tears run from her eyes, igniting into liquid flame that quickly burns away her flesh. Within seconds, her form is burnt away in a final cry of anguish or ecstasy even as any remaining fabric and/or roses explode into dust. Echoes of her scream will remain in the area for the next four hours. Males who participated in the summons will not be aroused by another woman for the next four hours after Fierana's departure.

GARGAUTH, Arch-Devil of Irony

The Tenth Lord of the Nine

Cleric 10/Invisible Blade 5/Swashbuckler 20

Large Outsider (Abomination, Evil, Extraplanar, Lawful)

Divine Rank: 5

Symbol: A gold, broken fertility symbol (often a bull's horn) superimposed on a black inverted triangle

Portfolio: Betrayal, Cruelty, Corruption, Power

Cleric Alignments: LE, NE, LN

Domains: Charm, Evil, Law, Trickery

Favored Weapon: "Sharp Wits" (dagger)

Hit Dice: 62d8 + 5d6 + 20d10 + 870 (1596 hp)

Initiative: +16 (+12 Dexterity, +4 Improved Initiative)

Speed: 120 ft., fly 240 ft. perfect

Armor Class: 86 (+15 deflection, +12 Dexterity, +5 divine, +34 natural, +6 profane, -1 size, +5 unfettered defense), touch 52, flat-footed 69

Base Attack/Grapple: +70/+88

Attack: *Sharp Wits* +90 melee (1d6+20 +2d6 (lawful) +3d6 and 1 negative level (unholy)/18-20/+6d6 and 2 negative levels (unholy)); or *Sharp Wits* +90 ranged (30 feet) (1d6+20 +2d6 (lawful) +3d6 and 1 negative level (unholy)/18-20/+6d6 and 2 negative levels (unholy))

Full Attack: *Sharp Wits* +90/+85/+80/+75 melee (1d6+20 +2d6 (lawful) +3d6 and 1 negative level (unholy)/18-20/+6d6 and 2 negative levels (unholy)); or *Sharp Wits* +90/+85/+80/+75 ranged (30 feet) (1d6+20 +2d6 (lawful) +3d6 and 1 negative level (unholy)/18-20/+6d6 and 2 negative levels (unholy))

Space/Reach: 10 ft./10 ft.

Special Attacks: Diabolical aura, domain powers, the Presence of Hell, salient divine abilities, spell-like abilities, spells.

Special Qualities: Abomination traits, arch-devil qualities, blindsight 500 ft., damage reduction 30/epic, good and silver, Diabolical Prowess, divine aura (50 ft., DC 30), godly realm, divine immunities, *greater teleport* at will, immunity to acid, cold, fire and poison, *nondetection*, *plane shift* at will, regeneration 20, remote communication, resistance to electricity 25, see in darkness, speak and read all languages and speak directly to all beings within 5 miles, spell resistance 73, telepathy 1,000 ft.

Saves: Fort +60, Ref +62, Will +62

Abilities: Str 29, Dex 35, Con 30, Int 38, Wis 35, Cha 41

Skills: Balance +51, Bluff +104, Climb +40, Concentration +85, Decipher Script +35, Diplomacy +122, Disguise +87, Escape Artist +92, Forgery +35, Gather Information +48, Hide +78, Intimidate +87, Jump +88, Knowledge (arcane) +89, Knowledge (history) +79, Knowledge (local) +34, Knowledge (nature) +20, Knowledge (nobility and royalty) +40, Knowl-

edge (the planes) +89, Knowledge (religion) +94, Listen +74, Move Silently +75, Perform (oratory) +36, Search +67, Sense Motive +92, Sleight of Hand +43, Spellcraft +87, Spot +74, Survival +67 (+75 on other planes, +73 following tracks), Tumble +91, Use Rope +8 (+20 with bindings)

Feats: Alertness, Cleave, Charlatan, Combat Expertise, Corrupt Spell-like Ability ^B, Dark Speech ^B, Dodge, Far Shot, Improved Critical, Improved Disarm, Improved Initiative, Improved Rapid Shot, Many Shot, Mobility, Persuasive, Point Blank Shot, Power Attack, Precise Shot, Quicken Spell-like Ability (*fireball*), Ranged Disarm, Rapid Shot, Spring Attack, Weapon Finesse, Weapon Focus (dagger)

Epic Feats: Blinding Speed x2, Epic Evil Brand ^B, Epic Weapon Focus (dagger), Multispell-like Ability, Overwhelming Critical, Spellcasting Harrier, Uncanny Accuracy

Salient Divine Abilities: Divine Blast (18/day, 20d12 damage), Divine Glibness (62nd level caster, 15 creatures, DC 60), Divine Shield (50 hp, 13/day), Golden Rule*, Hoarding of Hell*, Infernal Glamer*. *Unique Salient Divine Abilities; see below for details.

Environment: Any land and underground (Faerun, Abeir-Toril)

Organization: Solitary (Unique) or with Rathguul

Challenge Rating: 61

Treasure: Quadruple standard plus *Sharp Wits*

Alignment: Lawful Evil

Within the crystal sphere of Abeir-Toril lie realms largely forgotten by the bulk of the Cosmos. Indeed, many gods ignore this planet, oblivious to the fact that a greater number of its powerful arcanists, warriors, and divine worshippers are making tremendous headway into the Realities Beyond. An increasing number of gods forgotten in their own pantheons have flocked to Abeir-Toril, but these beings are relative latecomers when compared to the likes of cosmic entities. For millennia before the appearance of the first gods, powerful cosmic beings ruled these forgotten realms, warring against each other and eventually bringing lowly humanoids into the world. But, even as these cosmic beings did battle, the Powers of Hell realized that these forgotten realms - filled with magic and wonder - would one day have a profound influence on all Creation. Chief among these powers was the very first Lord of the First, the obscenely powerful Astaroth.

Many assume that Tiamat was the first Lord of Avernus, having been placed into the position by Lucifer after repeated angelic and demonic incursions into the layer. However, before Tiamat, Astaroth ruled although only a sparse few recall such a time. In the Days of Antiquity, after Lucifer the Satan smashed the contesting maleficareim that organized across Hell, he established the Lords of the Nine, placing the eight greatest maleficareim as regents of the Nine Perditions. The cleverest and one of the most powerful was Astaroth who was placed over Avernus.

Those who know where to look have found at least three different legends associated with Astaroth's exile from Hell. The following is given the most credence by residence of Abeir-Toril. According to this legend, Astaroth, as the arch-fiend closest to the rest of the Cosmos due to his lofty perch in Hell, was far more interested in observing the miserable lives and toils of the gods and

their mortal creations than he was in ruling Avernus. He knew that it would be among those gods and mortals that the future of the Cosmos would be determined. One world in particular, Abeir-Toril, with its waning cosmic beings, fledgling gods and mortals, and wellspring of magic, caught his eyes. However, Astaroth knew that Lucifer placed him in Avernus for the explicit reason to guard against invasion from beyond and that this duty would occupy the bulk of his time. So, Astaroth developed a plan: he would seek and intentionally fail to overthrow Lucifer. Hedging his bets, Astaroth believed that if he played his role of traitor and coward well enough that Lucifer, rather than destroy him, would exile him from Hell.

Thus it came to pass that even as the Voyeur angels arrived in Hell, Astaroth sought out allies and found two: the relatively innocuous Asmodeus and the conniving Beherit. The three forged a plan to cast down The Overlord and, in doing so, forged a strong bond among each other - for devils. The *Wars of Light and Greed* erupted and Astaroth quietly took a back seat to Asmodeus, fully expecting the weaker devil to fail and for his plan to succeed. But, alas, Asmodeus far exceeded Astaroth's expectations as he had forged his own alliances among the Dukes of Hell and notable Lords. At the end of the conflict, it was Lucifer who was banished and Asmodeus who descended to the Serpent's Throne. In a startling move, Asmodeus "rewarded" all those who assisted him, effectively betraying each of them by giving them precisely what they wanted (which resulted in the destruction of Beherit). To Astaroth, Asmodeus granted permanent exile from Hell to Abeir-Toril wherein he would serve as a diplomat for Hell. As a seal on his exile, Asmodeus changed his name to Gargauth and wiped the name Astaroth from all mention in Hell. However, since he was officially a traitor, Asmodeus decreed that Gargauth's existence was forfeit if he ever returned to Hell. So well carried out was this plan that, aside from the Lords of the Nine, Tiamat, and a few arch-devils of Hellspawn background, none remember that there was ever an Astaroth ruling in Hell.

Gargauth embraced his new name and role, arriving into Abeir-Toril with glee. For, what no one knew was that both Asmodeus and Gargauth had concocted a plan. By declaring him an exile from Hell, the entire Cosmos believes that Gargauth is out of Hell's favor and therefore not part of the Hierarchy. This is further compounded by the death-threat placed on Gargauth's head should he return to Hell. It is for these reasons that the over-god, Ao, not only allowed Gargauth to occupy Abeir-Toril, but eventually granted him divine status within the world. Essentially, Ao does not perceive Gargauth as a threat. However, the truth is that Gargauth is a great threat to Abeir-Toril. Gargauth is still a strong ally to Asmodeus and has one major responsibility in this little world: to drag it in its entirety into Hell. Should Gargauth grow in enough power and become a greater god, he will then return to Hell. Immediately, the entity known as Gargauth will be destroyed and Astaroth, whose name has been placed within a single tome deep within the Pit of Darkness, will return to life. The resulting backlash of energy will drag millions of souls into Hell, perhaps enough to not only destroy quite a few gods, but to greatly weaken Ao. Astaroth will then return as the sole god of consequence in the realms Creation forgot. What Gargauth does not know is that he is still being duped by The Overlord who expects that the

influx of souls and the deaths of a few gods could result in his true form being healed enough to fully emerge from The Pit in his horrific glory.

The veracity of this legend is suspect for a number of reasons. First, according to most histories, the *Battles of Light and Greed* occurred well after Astaroth was exiled. Second, worshippers of Tiamat hold firm on their position that the Queen of Dragons was the first Lord of the First; supporters of this claim point out that as Tiamat is no longer the ruler of the First Perdition, she has no reason to contest meaningless, little known myths and rumors. Third, it is doubtful that an overpower like Ao would allow an arch-devil into his crystal sphere without first having considered the potential for disaster. Many believe that Ao is more than capable of uncovering any plot concocted by Gargauth and that any intent to drag Abeir-Toril into Hell would swiftly and immediately be stopped by Ao. Four, Gargauth himself has neither denied nor admitted to this legend. Of course, he has also been silent about all suggestions about his background, so the Arch-Devil of Irony is probably not the best recourse to denounce these legends.

Most of the details and legends surrounding Gargauth (including his appearance) have been told in such ancient tomes as *Faith and Pantheons* and *Powers and Pantheons*. However, these texts offer little on Gargauth's continued relationship with Hell. The Lords of the Nine all despise Gargauth, although Dispat and Mephistopheles cannot help but respect him and have been known to lend him assistance from time-to-time. Gargauth gets along quite well with the Duke of Logic, Caim, and has been known to entertain the likes of Carreau, Melchom, Murmer, and Scax on occasion. Generally speaking, he has little to do with the Fallen and spends a lot of time allowing Beelzebub to think that he is ignorant of the Lord of Flies spies. Gargauth has a fair relationship with Tiamat; indeed, one of her direct offspring, a powerful great blue wyrm named Rathguul, has been an ally to Gargauth for millennia and frequently accompanies him in *polymorphed* form. However, Gargauth's greatest ally is Asmodeus. Although Gargauth does not know Asmodeus' true nature, after eons of contemplation, Gargauth now knows that Asmodeus is far more than he appears and in recent centuries has begun to take his own precautions in case the current Overlord betrays him. Chief among these is Gargauth's ability to absorb devils. Gargauth believes that if he can absorb enough devils on his own that he will not have to ever return to Hell, but can still reap the benefits of being a true god. To date, only Adremalech (whom Gargauth does not know still exists) has learned of this ability and he has long since reported it to Asmodeus.

Combat

Gargauth is a superb combatant, willing and eager to showcase his martial skills when combat erupts. However, he is also vain and unlikely to do battle with lowly mortals, far preferring combat with demigods and powerful monsters.

In combat, Gargauth enters with his divine shield and infernal glamor, draining energy levels. He rarely uses his Diabolical Aura, preferring a fair fight that allows his foes to become aggravated and annoyed rather than cowering in fear. He also scorns the use of his spell-like abilities or divine blast, much preferring *Sharp Wits*. Unlike most arch-devils, however, Gargauth is com-

pletely unable to *call devils*, so he is willing to beat a hasty retreat should combat go poorly for him.

Alter Reality: Gargauth exerts a considerable measure of control over reality itself, and his presence can command the very essence of the world around him. This warping of reality manifests in a number of ways.

Gargauth can use *limited wish* with regard to his portfolio. This ability costs him no XP, and requires a standard action to implement. In effect, Gargauth can duplicate practically any spell effect of up to 6th level, so long as the effect promotes betrayal, cruelty, corruption, or power. When he attempts to alter reality in opposition to another deity, he must succeed at an opposed rank check.

As a free action, Gargauth can assume any size from Tiny to Huge. He can also change the size of up to 100 pounds of objects he touches. Gargauth's Strength, Armor Class, attack bonus, and damage dealt with weapons changes according to the size he assumes. His Strength score can never be reduced to less than 1 through this ability.

Cleric Spells: Gargauth casts spells as a 58th level cleric (59th level for spells with the Evil or Law descriptors, or spells from the Evil or Law domain list), though he has access to spell slots only as a 10th level cleric. Gargauth can spontaneously cast any spell from the cleric or ranger spell lists, or from the Charm, Evil, Law and Trickery domains. *Spells/day:* 6/7+1/7+1/6+1/6+1/4+1. Save DC 31 + spell level.

Divine Immunities: Gargauth is immune to ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, and transmutation. Interestingly, perhaps due to his diabolical heritage, Gargauth is not immune to banishment or imprisonment.

Diabolical Aura (Ex): Gargauth's Diabolical Aura can be ignored on a successful Will save DC 60.

Domain Abilities: 5/day, Gargauth can increase his Charisma by 4 as a free action. This boost lasts for 1 minute.

Golden Rule (unique salient divine ability): Gargauth always initially appears as a friend and ally, promising riches and power for what originally appears to be at no cost. For many, this is best represented by his Golden Touch. 5/day, Gargauth can transmute any metal save silver into gold. At any one time, the Lord Who Watches can transmute up to 500 pounds of metal into the equivalent of 25,000 gold pieces. Usually, Gargauth allows the gold to be very pure, soft, and crumbly, but he has been known to create unmarked bars or coins for market purposes.

Any that willingly take Gargauth's gold from him initially find that their luck improves in any venture they undertake for five days. In essence, the client receives a +5 luck bonus on all saves and skill checks. After five days pass, the +5 bonuses end and the client receives -1 cumulative penalty on saves and skills for the next five days. Upon the fifth day, gold - even that given to others - turns to lead. Furthermore, any form of riches, be it gold, jewelry, art, or magic items, the client receives becomes utterly worthless lead or wood once in the client's possession/ownership (thus, asking someone else to hold onto ones gold or magic sword still renders the item in question worthless).

At this point, the client falls under a terrible curse. In addition to being unable to acquire new resources and (more than likely) pay off debts, he also finds that any ill

word he speaks of another comes true within five days. Thus, if a client wishes death on an ally in the heat of anger, that ally will die in some ironic fashion within five days of the utterance. Many clients, upon discovering this curse, use it to eliminate creditors, rivals, and the like. For game purposes, this power works as *bestow greater curse* or *wish*, depending on the nature of the ill-will and, when applicable, requires a Will saving throw DC 60 to overcome the effects. Once the client uses the power five times, he becomes irrevocably Lawful Evil and a servant of Gargauth, his soul bound to Gargauth upon death; the penalties to skills are removed and the client can begin to acquire material wealth again. The power of Golden Rule remains, although the client may use it only 1/week.

Those who succumb to Golden Rule may escape their terrible fate only if they seek *atonement* from a good cleric of at least 41st level. The penitent must then complete a *quest* to repay those to whom he owes money and those who suffered from his ill-will within five weeks. If the penitent fails in his quest, he dies instantly, his soul the property of Gargauth.

There are increasingly persistent rumors that Gargauth has the ability to transmute almost any inanimate material with but a touch into some other kind of precious item and apply similar curses. To date, these rumors have been unsubstantiated.

Hoarding of Hell (unique salient divine ability): Gargauth still retains some of the power he once had as a Lord of the Nine. Gargauth has the ability to turn any soul he owns into a devil caste of his choosing 5/day (see the Lords of the Nine template for details on this power). Most assume that Gargauth does this in order to create his own army, but the truth is far more deadly for those Gargauth transforms.

Gargauth has the ability to consume and totally destroy any common devil. 5/day, all devils within 50 feet of Gargauth are forced to make a Will save DC 60. A successful save imposes 5 negative energy levels to survivors. However, failure results in the destruction of the devil as Gargauth absorbs its soul.

The Tenth Lord of Nine receives different benefits from absorbing devils based upon type as listed above.

Note that other devils may also provide benefits; these benefits should be in line with those given above as determined by challenge rating.

Infernal Glamer (unique salient divine ability): Gargauth's charming personality is not entirely natural. Gargauth is surrounded by a continuous *mass charm* effect that extends within 50 feet of his person. The effect functions as though cast by a 61st level sorcerer, requires a Will save DC 60 to overcome and, as a salient divine ability, it cannot be *dispelled* by mortal magic (cosmic and divine beings may *dispel* it, although Gargauth can reactive it as a free action during his next turn). Those that save against Gargauth's Infernal Glamer are immune to it for 24 hours. The *mass charm* does not function simultaneously with Gargauth's Diabolical Aura. Gargauth can select who he wishes to be affected by this power.

Gargauth can also use his Infernal Glamer to enhance feelings of joy and pleasure, or impose a terrible spiritual malady. On one hand, Gargauth can grant +5 bonuses to the Constitution, saving throws, and certain skills (Bluff, Diplomacy, Disguise, and Intimidate) for five rounds; in return, the victim suffers -5 penalty to Wisdom and Charisma (there are rumors that Gargauth can make this ef-

Table 8.1 Hoarding of Hell Benefits by Devil

Type of Devil	Benefit
Lemure	Heal one hit point
Imp	Heal two hit points and receive a +1 bonus to Gather Information for 24 hours
Barbazû	Heal two hit points and receive a +2 bonus to Strength for 24 hours
Chain Devil	Heal two hit points and receive a +2 bonus to attacks for 48 hours
Hellcat	Heal two hit points and receive a +2 bonus to Hide and Move Silently for 48 hours
Erinyes	Heal three hit points and receive a +2 bonus to the DCs for Enchantment spells and spell-like abilities for 72 hours
Osluth	Heal three hit points and receive a +2 bonus to Intimidate and Sense Motive for 72 hours
Hamatula	Heal three hit points and receive a +2 bonus to Listen and Spot for 72 hours
Barregon	Heal six hit points and receive a +4 bonus to all spell-like abilities for 144 hours
Cornugon	Heal six hit points and receive a +4 bonus to all attacks and damage for 144 hours
Gelugon	Heal six hit points and receive a +4 bonus to armor class, all skills, and class-based abilities for 144 hours.
Pit Fiend	Heal nine hit points, receive a +6 bonus to all salient divine abilities for 216 hours. For every 999 pit fiends Gargauth consumes within 1001 days, there is a 1% chance that he will experience a permanent +1 increase in his divine rank.

fect permanent if the beneficiary so desires). Conversely, Gargauth may burn the souls of all living or undead creatures within the radius, imposing 1d4 negative energy levels each round for five rounds. In either case, Gargauth can determine who he wants to effect and unwilling targets within the area of effect receive a Will save DC 60 to overcome the effect.

The Presence of Hell (Su): Gargauth's Presence of Hell has a 1,350-foot radius, and all effects are as those cast by a 66th level sorcerer.

Regeneration (Ex): Gargauth takes half damage from epic and good weapons. He suffers three times the maximum damage from epic, good-aligned silvered weapons.

Spell-Like Abilities: At will - *blasphemy, calm emotions, change self, charm monster, charm person, confusion, create undead, deeper darkness, delayed blast fireball, demand, desecrate, detect chaos, detect good, dictum, dispel chaos, dispel good, dominate monster, emotion, false vision, flame strike, geas/quest, greater dispelling, greater invisibility, hold person, insanity, invisibility, magic circle against chaos, magic circle against good, major image, mirage arcana, mislead, non detection, order's wrath, persistent image, polymorph self, polymorph any object, protection from chaos, protection*

from good, raise dead, screen, shield of law, suggestion, summon monster IX (Lawful Evil only), symbol of pain, time stop, unhallow, unholy aura, unholy blight; 3/day: destruction, fire storm, meteor swarm; 1/day: hellball, wish. As a demigod, Gargauth has access to the Charm, Evil, Law, and Trickery domains in addition to spells granted by the arch-devil template. All spells are cast as a 66th level Sorcerer except Evil and Law spells, which are cast at 67th level (save DC 34 + spell level).

Possessions: Gargauth always carries *Sharp Wits*, two non-descript platinum throwing daggers. Both daggers are +6 *axiomatic unholy power returning throwing daggers*.

Other Divine Powers

As a demigod, Gargauth treats a 1 on an attack roll or saving throw normally and not as an automatic failure. He is immortal.

Senses: Gargauth can see, hear, touch, and smell at a distance of five miles. As a standard action, she can perceive anything within five miles of his servants or “worshippers,” holy sites, objects, or any location where one his titles or name was spoken in the last hour. He can extend his senses to up to two locations at once. He can block the sensing powers of deities or cosmic entities of his rank or lower at up to two remote locations at once for five hours.

Portfolio Sense: Gargauth can sense any act that promotes spiritual corruption in pursuit of power that affects at least a thousand people.

Automatic Actions: Gargauth can use Bluff, Diplomacy, Intimidate, Forgery, or Sense Motive as a free action as long as the DC is 15 or less. He can perform up to two such free actions each round.

Create Magic Items: Gargauth can create any wondrous item with an enchantment effect so long as it does not exceed 4,500 gp.

Summoning Gargauth

Although exiled from Hell, Gargauth can still be summoned in the same fashion as any other arch-devil. The only place it is known that he cannot be summoned into is Hell.

In order to facilitate Gargauth’s summoning, the Arch-Devil of Irony demands the presence of five devils, one of which must be a pit fiend. Thus the devils must be summoned and restrained. If the devils are subject to a *planar binding*, there is a 50% chance that the bonds that hold them will be released upon Gargauth’s successful summons. A better way to restrain the devils is through *trap the soul*. In either case, the restrained devil must be within fifty feet of the summoning circle when the summons is completed. In addition to the five devils, Gargauth requires that he is summoned within a place of nobility that at one time also housed great sorrow. Abandoned castles and keeps are favored locations, although some thoughtful summoners have resorted to using dungeons that once held wrongly accused nobles and royals. Beyond this, Gargauth does not require any special trappings.

When Gargauth is brought into the mortal coil, the summoning chamber shudders and groans. A blast of air issues from the center of the location as the surface of the floor is suddenly transmuted into pure gold. Four columns of golden light erupt around the center of the room as a final shaft of golden light descends from the ceiling to the center. Gargauth will descend to the

ground within the shaft of light. As he lands, the Tenth Lord of Nine will immediately turn his attention to the devils. Due to the unique nature of his summons, Gargauth can use Hoarding of Hell on the sacrifices through the wards without breaching them. If the devils are released prior to Gargauth consuming them, the summoners must bind the devils or else summon more devils within the next three rounds; failure to do so cancels the wards and gives Gargauth complete access to the material plane. Once Gargauth consumes the devils, he is prepared to parley.

Gargauth is extremely courteous and patient in his dealings. He never appears to be in a rush and always seems more than happy to offer advice and suggestions to those seeking his aid. Gargauth often asks for clarity in his dealings, giving the impression that he wants to adhere to both the letter and spirit of any agreements; in truth, Gargauth asks clarifying questions hoping to expand his own options once an accord is established. Still, Gargauth does have specific interests in such arrangements and prefers contracts that will lead not only to the corruption of the summoner(s) but to a near-by place of benign or honorable leadership. Gargauth will always ensure that his deals involve the local ruler, church, druidic circle, or some other center of power (however, this is not always obvious to his summoner(s)).

When Gargauth and his summoner(s) reach a satisfactory conclusion, Gargauth will create a physical contract out of a sheet of gold. The summoner(s) must sign this in his own blood, although he has up to one minute to read it in its entirety. As Gargauth does not believe he needs to lie to rip the intent of any arrangement to shreds if he is so inclined, he never hides misleading language on contracts. In truth, Gargauth has no real need for the contract, but feels that having something in writing to show to his client later is always an effective way to reveal how corrupt the client is.

Observant participants (those who succeed in a Spot check DC 60 every minute) will notice that the spectacle of Gargauth’s summons slowly shifts during the duration of his presence. The pillars of light slowly become pillars of darkness while the gold tarnishes and eventually becomes cracked, pitted lead. Gargauth himself will also slowly shift in appearance, becoming more grotesque and monstrous with each passing minute. Once the summoning is complete, the summoning circle is as hideous in appearance as Gargauth himself. The Tenth Lord of Nine will descend into the ground, causing the lead to further crack and squeal in his passing. The pillars of darkness will expand and engulf the entire summoning area in *deeper darkness* that lasts for five hours. If a *summoning sanctuary* was not erected for the summons and a mortal enters the *darkness*, he suffers the full effects of *damning darkness* (all spells are treated as though cast by a 67th level caster).

It is interesting to note that even in Faerûn Gargauth will rarely treat with mortals that do not take the time to summon him. Only those who seem pure of heart, but have just the right amount of corruption in their hearts, can cause the Arch-Devil of Irony to barter.

GERYON, Arch-Devil of Duplicity

Lord of Fraud

Fighter 5/Monk 20

Gargantuan Outsider (Devil, Evil, Extraplanar, Lawful)

Symbol: Handsome male head on a black field surrounded by a serpent's coils

Hit Dice: 45d10 + 20d8 + 910 (1520 hp)

Initiative: +14 (+10 Dexterity, Improved Initiative)

Speed: 120 ft., fly 200 ft. perfect

Armor Class: 75 (-4 size, +10 deflection, +10 Dexterity, +4 Monk bonus, +34 natural, +6 profane, +5 Wisdom), touch 41, flat-footed 65

Base Attack/Grapple: +53/+92

Attack: Claw +79 melee (6d10+29 + 2d6 (lawful) 18-20/x2)

Full Attack: Greater flurry of blows (claws) +79/+79/+79/+74/+69 (6d10+29 + 2d6 (lawful) 18-20 x2) and 2 wings +71 melee (4d8+13 + 2d6 (lawful)) and tail sting +71 melee (5d8+13 + 2d6 (lawful) and poison)

Space/Reach: 20 ft. /15 ft.

Special Attacks: Binding of the Beast, breath weapon, *call devils*, diabolical aura, the presence of Hell, quivering palm (Fortitude DC 25), rend, spell-like abilities, stunning fist 32/day (Fortitude DC 50)

Special Qualities: Abundant step, arch-devil qualities, damage reduction 30/epic, good and silver, darkvision 60 ft., Diabolical Prowess, Duplicity's Boon, empty body (20 rounds), Face of Fraud, Mark of the Beast, immunity to acid, fire and poison, improved evasion, ki strike (adamantine, lawful, magic), purity of body, regeneration 28, resistance to acid 30 and cold 30, see in darkness, slow fall, spell resistance 65, telepathy 1,000 ft., tongue of the sun and moon, wholeness of body (40 hp)

Saves: Fort +48, Ref +44, Will +41

Abilities: Str 65, Dex 30, Con 38, Int 28, Wis 20, Cha 30

Skills: Appraise +13 (+17 for sculptures, +17 for stonework), Balance +62, Bluff +53, Climb +62, Concentration +78, Craft (sculpture) +32, Craft (stonemasonry) +29, Diplomacy +56 (+62 with evil beings), Disguise +32, Escape Artist +30, Hide +53, Intimidate +67 (+73 against evil creatures), Knowledge (arcana) +29, Knowledge (nature) +33, Knowledge (the planes) +49, Knowledge (religion) +69, Listen +68, Move Silently +77, Search +49, Sense Motive +15, Spellcraft +33, Spot +68, Survival +48 (+52 above ground, +52 on the planes, +52 while tracking), Swim +68, Tumble +50

Feats: Awesome Blow, Cleave, Combat Expertise, Corrupt Spell-like Ability ^B, Dark Speech ^B, Deflect Arrows, Dodge, Great Cleave, Improved Bullrush, Improved Critical (claws), Improved Disarm, Improved Initiative, Improved Overrun, Improved Sunder, Improved Trip, Iron Will, Mobility, Multiattack, Power Attack, Quickened Spell-like Ability (*blasphemy*), Snatch, Stunning Fist, Weapon Focus (claws), Weapon Specialization (claws)

Epic Feats: Epic Evil Brand ^B, Epic Weapon Focus (claws), Exceptional Deflection, Improved Stunning Fist, Infinite Deflection, Keen Strike, Righteous Strike, Shattering Strike,

Environment: Coldstone, Stygia, the Fifth of the Nine Hells of Perdition

Organization: Unique (Solitary) or squad (Geryon, 1 – 6 osyluths, 1 – 2 gelugons, and Amon)

Challenge Rating: 53

Treasure: Quadruple standard plus *Horn of the Beast*

Alignment: Lawful Evil

Geryon the Deposed is the best known of the arch-devils, although this status is not one Geryon himself appreciates. In the not too distant past, Geryon was the Lord of the Fifth and the trusted lackey of Asmodeus. Despite his former station and his loyalty, Geryon was cast down from his Lordship and finds himself cowering in the shadows of Stygia's icebergs, awaiting the opportunity to return to his former station and avenge himself against his master.

Geryon's past is filled with disparate reports. Most who know of Geryon only know him to be the Lord of the Fifth before Prince Leviathan (indeed, some think that Geryon was the original Lord of the Fifth). Some legends insist that Geryon was simply a monster that Asmodeus raised to Lordship to offset the predations of Sekolah, the goddess of the sahuagin. Others insist that he was a Fallen Lillend, the serpentine celestials known for their love of music. However, a growing number of explorers and scholars have appeared bearing documents long thought lost that reveal a totally unexpected tale of Geryon's origins. These texts explicitly state that Geryon is the result of a pairing between the greatest of all pit fiends, Aesmadeva, and the Queen of Dragons, Tiamat.

According to these legends, the original ruler of Hell, Lucifer the Satan, believed that his control over Tiamat was waning. Tiamat had become integrally involved with a number of Prime worlds, attracting attention not just to herself (and receiving worship as a goddess at that), but to Hell. Lucifer's concern was that this attention would result in certain groups and entities coming to Hell to conduct investigations that could have uncovered information he was not ready to see leave his domain. Thus, Lucifer sent his most trusted servant, Aesmadeva, to convince Tiamat to curtail her behavior or suffer the wrath of The Satan. Aesmadeva's audience was a success for Tiamat would faithfully obey Lucifer for eons to come and would even bow her heads to Asmodeus when he took the Serpent's Throne. It is believed that part of Aesmadeva's success stemmed from a liaison between the paragon Pit Fiend and Tiamat. The result of this liaison would be the half-devil, half-dragon monster, Geryon.

It is unknown how long Geryon remained confined to The First. It is known that in the early centuries of his existence, Geryon was known for a lust for destruction more worthy of a demon than the nature of his parents would have suggested. For whatever reason, it was Tiamat's black head, an aspect of Chaos inherit in most Chromatic Dragons, which dominated Geryon's being. As the centuries passed, and as Geryon suffered endless torture from his mother, the Serpentine Lord slowly purged his destructive desires and eventually became a purveyor of order and tyranny. Satisfied that his existence would not be an embarrassment to her, Tiamat formally announced Geryon to Lucifer (who likely knew about the Beast all along). Geryon became a Duke in the Court of Stygia.

In Stygia, Geryon would prove to be a loyal retainer for the ravenous and traitorous Prince Leviathan. As a Duke of Hell, Geryon saw to the borders of Stygia, patrolling The Fifth with legions of barregons and answering only to Leviathan. Leviathan valued Geryon's strength, which stood only second to his own physical

might in Hell. However, Leviathan did not know that Geryon was playing him for a fool. Geryon's position in Stygia was granted by Lucifer to prepare for what The Overlord of Hell knew to be the Prince's eventual treason.

After the *Battles of Light and Greed*, which resulted in Asmodeus' successful coup of Hell, Leviathan sensed that his opportunity to take control of Hell had arrived. He commanded Geryon to hunt and subdue Queen Bensozia, Asmodeus' consort; Leviathan had learned of her travels through his layer through reliable informants (actually agents of Asmodeus) and decided to strike. When Geryon brought the Queen to Tantlin, Leviathan demanded that she disclose the secret to Asmodeus' power. The Queen almost acceded to the Prince's demands, but Geryon blew his mighty horn. Suspecting that Geryon's intent was to announce danger, Leviathan slew the Queen and was prepared to flee when he realized that Asmodeus himself had appeared. Seemingly enraged with Leviathan's act, The Overlord of Hell stripped him of his Lordship, encased him inside a huge iceberg, and sent his comatose form into the depths of Stygia. To Geryon, who knew all along that he was to blow his horn the moment Bensozia seemed prepared to disclose whatever secrets she knew, Asmodeus granted the Lordship of Stygia.

For untold years, Geryon ruled Stygia. Unlike the other Lords, The Beast was always satisfied with his station and utterly loyal to Asmodeus, although he bowed to his master's wishes and joined up with Mephistopheles' cadre of "true devils" after the arrival of the fallen angels. Geryon enjoyed traveling to the Prime to lure unsuspecting mortals to his layer where he could hunt them for years within his fortress. He accomplished very little else during his incredibly long tenure as Lord of the Fifth, always believing that his loyalty ensured him a permanent place of power in Hell. Asmodeus, of course, had other ideas.

Asmodeus did indeed value Geryon's loyalty; however, Asmodeus also found it repellent. The Nine Hells was no place for that kind of weakness and Asmodeus determined that Geryon needed a painful lesson about how such weakness was culled from Hell's servants. As was so often the case, Asmodeus' plans for Geryon coincided with his decision to teach all of his wayward vassals a much needed lesson about humility. In preparation, Asmodeus explained to the fawning and unsuspecting Geryon that the *Dies Irae* was approaching and how it would change the face of Hell for hundreds of thousands of years. Asmodeus instructed The Beast as to his own role in the *Dies Irae* and promised that the rewards would be incalculable.

Even as Beelzebub and Mephistopheles slowly increased the pressure against the other's camp, Geryon remained in the background, taking orders from Mephisto and relaying valuable bits of information to Asmodeus, who in turn made sure that Beelzebub was informed. In time, the *Dies Irae* raged into an inferno and eventually the Lords of the Nine found themselves and their armies at the base of Fortress Malsheem in Nessus. As instructed, Geryon again blew his horn even as Asmodeus stripped the Lords of their power. The pit fiends that commanded the armies quickly defeated their almost powerless masters and waited as Asmodeus appeared and declared his intent. The rewards were indeed great for the pit fiend generals, who would become the Dark Ministry, and they were indeed great for Asmodeus who

had just again proved his status as The Overlord of Hell. For Geryon, however, the reward was a lesson in the true nature of Hell and evil. Loyalty had no place in Perdition. Geryon, the Lord of Fraud, found himself the victim of his master's duplicity as his Lordship was removed. Cast out of Nessus with a flick of Asmodeus' hand, Geryon returned to his former layer as an arch-devil even as Prince Leviathan was partially raised from his imprisonment to once again rule Stygia.

It is unclear whether Geryon did learn his lesson. He continues to be manipulated by Asmodeus who knows that The Beast would do anything to regain his status as Lord of the Fifth. However, there is no doubt that Geryon absolutely hates Asmodeus and this hate has made Geryon far craftier than he was in the past. Geryon is actively involved in various activities for Asmodeus, all of which, The Overlord claims, will play a meaningful role in Geryon's return to power. Geryon is dubious about anything Asmodeus tells him, but believes that he has no choice but to accept these opportunities since they do allow him continual access to Hell's resources. Geryon is cautious when he travels outside his hidden fortress Coldstone, knowing that Leviathan continuously seeks him (Coldstone's location is kept hidden by Asmodeus himself). When he does leave, he usually does so disguised.

Geryon used to spend his time hunting and studying. Since his fall from power, he only hunts that which will aid him and studies that which will bring victory. His title of Arch-Devil of Duplicity is well-earned as he has betrayed his allies twice, and continues to promote the same behavior in mortals. However, the title is really directed towards his dual nature as a being of immense, monstrous strength coupled with a keen intellect and clean appearance. Geryon values cleanliness and crispness. He despises dirt, and always wears white and silver. Oddly, though, Geryon loves to get his hands covered in blood from time-to-time, and often allows the blood of his victims to bathe his titanic body. Of course, once he overcomes this brief bloodlust, he is always appalled to discover his appearance and the appearance of his surroundings.

Geryon has few allies in Hell. He continues to maintain the loyalty of Amon, the Dog of Hell. Or so it seems. In truth, the deposed Duke of Hell is currently serving a new master in Malbolge, Lilith. Why Lilith is encouraging Amon to maintain ties with Geryon is anyone's guess, but it is possible that Lilith has a mind to incorporate aspects of Geryon's nature under her influence and is biding her time before dealing with the Arch-Devil of Fraud. When they were Lords of Hell, Geryon and Moloch had a heated, bitter rivalry that almost matched that of Beelzebub and Mephistopheles. The two came to blows during the *Dies Irae* and each almost killed the other. However, when they were both deposed at almost the same time, they found that they had a great deal more in common than they had thought. Still, neither former Lord is interested in establishing ties with each other, although this seems to be more due to Moloch than to Geryon. Beyond Hell, Geryon detests the Demon Prince Baphomet. The nature of this animosity is unclear, although some suggest that it is due – at least in part – to minotaurs. While most legends insist that Baphomet is responsible for the proliferation of this cursed race, there are a minority that believe that Geryon, himself a half-breed, had some role in the growth of minotaurs. To what lengths this is true, it is

known that Geryon has a small percentage of minotaur worshippers and that these are always harassed by those that call Baphomet their patron. Baphomet, particularly since his apotheosis to Demon Prince status, all but ignores Geryon, viewing him as an incompetent fool with whom he will deal with when his affairs in the Abyss are tended to and under control.

Geryon is one of the largest devils in existence. Towering over 30 feet high, Geryon possesses a heavily muscled torso of a giant man with a beautiful sea-green color. Geryon's arms are likewise thick and heavily muscled and covered in groomed, black, feathery hair. His hands are large and end in very sharp, hooked black claws. Geryon's face is like that of a ruggedly handsome man with somewhat reptilian features. His amber eyes never blink and his cheek bones and eye-sockets are prominent. Two small, black horns adorn his head, and a mane of well-groomed black hair course down to his broad shoulders. Trailing from his torso is a 60-foot long draconic tail, which allows Geryon to slither about like a serpent, ending with a needle-pointed tip. Beautiful decorations adorn the scales, which are largely a sea-green, light purple, and ivory white in color. Tremendous bat-like wings of the same color sprout from his back. Geryon speaks with a powerful, booming voice that exudes masculinity. Aside from the Horn of the Beast, Geryon rarely carries any weapons, knowing that his claws and tail can rip apart most adversaries.

Combat

Although Geryon often claims a disinterest in battle, the truth is he loves to fight and loves to rip creatures apart with his bare hands.

Geryon will always enter battle with his Diabolical Aura and Presence of Hell and lead with his breath weapon. He will then begin casting quickened *blasphemy* only so those in the area are frozen long enough for him to begin ripping them to pieces. He will only snatch spellcasters, and almost always Awesome Blow warriors. If Geryon finds that his adversaries are up to the challenge, he will cast *greater invisibility* on his person and then begin to Bind the Beast. Only after a significant amount of time has passed will Geryon use his Horn or *call devils*.

Binding of the Beast (Su): In the same manner he mastered his initial need for destruction and his tendency towards Chaos, so too can Geryon Bind the Beast within lesser beings. Three times a day as a standard action, Geryon can reduce the physical prowess and overall power of all creatures less than demigod status within a 50-foot cone. Binding of the Beast has a number of different attributes, all of which possess a Will save DC 49.

- First, Binding of the Beast allows Geryon to reduce certain physical modifiers and scores of those caught in its blast. The victim's Strength, Dexterity, Constitution, Initiative, Fortitude, Reflex, damage, and base attack bonus are all reduced by 5 points for the next 5 rounds; furthermore, the victim behaves as if *slowed* by a 49th level caster.
- Second, Geryon can use Binding of the Beast to immediately end any form of raging, like that of a Barbarian. A being cannot fall under the effects of rage before 5 rounds pass.
- Third, Geryon can force shapechangers that take the form of beasts (like Lycanthropes) to assume their

least dangerous form (usually their humanoid shape). Geryon cannot affect beings like Doppelgangers or Phasms since these entities possess numerous shapechanging options. Once so changed, the being cannot change shape before 5 rounds pass.

- Fourth, Geryon can quell the destructive intent of dangerous animals or magical beasts. No animal, aside from a familiar or a Druid's animal companion, will attack Geryon unless he attacks them first. Magical beasts will attack Geryon only when magically compelled to do so; under such compulsion, the magical beast receives a Will save DC 49 to overcome Geryon's Binding.
- Fifth, Geryon can use all three of his Bindings to accomplish his Binding Curse 1/day. Those within the cone's area of effect suffer permanent reductions in physical modifiers and scores, and slowness unless a *remove curse* is cast by a 31st level cleric or a demigod or greater cosmic or divine power.

Breath Weapon (Su): Once per day as a standard action, Geryon can exhale a 120-foot line of freezing acid; those within the range suffer 6d12 points of acid damage unless they succeed in a Reflex save DC 53 for half damage.

Call Devils (Sp): As a standard action Geryon can attempt to *call devils*. He may attempt to *call* up to three times a day, 3 pit fiends, 9 gelugons or cornugons, or 18 of any lesser type of devil. Since these devils are *called*, they have the ability to *summon* other devils as their *Monster Manual* descriptions allow. Geryon is one of the few arch-devils who still retains the ability to *call devils* with no impediments due to his unique situation in Hell's hierarchy. Still, Geryon is extremely hesitant to *call* on too many devils since he fears that this will eventually draw the attention of one of Leviathan's allies, if not the current Lord of the Fifth himself; indeed, Geryon will use his Horn of the Beast before *calling devils*. Geryon prefers osyluths beyond all other devils, approving of their cool efficiency and their willingness to take bribes for their services. Geryon will *call* Gelugons only if sorely pressed, knowing that their presence is almost certain to draw the attentions of Leviathan's agents.

Diabolical Aura (Ex): Geryon's Diabolical Aura can be ignored on a successful Will save DC 49.

Duplicity's Boon (Ex): Geryon's dual nature, though sometimes an embarrassment to him, is also a great aid to him at times. Any time that Geryon is subjected to an effect that allows a saving throw and that specifically targets him, he rolls twice and takes the best result. This boon does not extend to saves against his Face of Fraud ability in the event that it is reflected back on him, nor do area effects.

Additionally, 3/day Geryon can force an opponent to reroll an attack, caster level check, or other variable roll that affects him, and force his opponent to take the lower result.

Face of Fraud (Ex): Those that look into Geryon's handsome face often forget that they are dealing with an extremely evil monster. This effect is not entirely natural, as Geryon has mastered illusory magic to increase his comeliness when interacting with other beings, particularly during his Mark of the Beast (q.v.). Geryon can call on his Face of Fraud 3/day. All beings within 50 feet of Geryon who can see his face receive a Will save DC 49. Those who fail behave as is under the combined effects of a *charm monster* and *suggestion* spells cast by

a 49th level Sorcerer, believing that Geryon has nothing but their best interest in mind. Such beings are willing to engage in any kind of action Geryon proposes. In the event that Geryon proposes an act detrimental to victims (like his Mark of the Beast), they receive another Will save, although the DC is increased to 54. In any case, the effect lasts for 5 rounds at which time another Will save DC 54 is made; if successful, the effect ends, if unsuccessful the effect continues another 5 rounds. However, there is a flip-side to Geryon's Face of Fraud. Those who manage to save against it can in return attempt to make a *suggestion* Geryon himself for one round! Geryon does not receive a normal save from this ability, instead using his Sense Motive as his Will save modifier; the *suggestion* functions as if cast by a 49th level Sorcerer. Geryon will do almost anything asked of him that does not risk harm or injury to himself or to something (and rarely someone) of value to him. Amazingly, Geryon seems utterly unaware of this aspect of his power and some believe that another Lord of the Nine (probably Asmodeus) cursed him with this bizarre side-effect.

Mark of the Beast (Ex): Geryon can make deals with mortals seeking to increase their physical attributes in return for the small price of their soul. 3/day, Geryon can write the Mark of the Beast on the soul of a lesser being. For the next ten days, Geryon can increase their physical prowess or appearance as requested by the client. Geryon can only affect the following: physical ability scores (Strength, Dexterity, and Constitution), Charisma, base attack bonus, physical saves (Fortitude and Reflex), Bluff skill, or Diplomacy skill. Each day, Geryon can grant a +2 bonus to any one of these attributes. For each increase, the victim receives a -2 penalty to his Will save (this cumulative penalty is kept from the victim). Once the ten days conclude (or if Geryon determines that he is uninterested in granting more boons) the victim makes a Will save DC 49. If the victim fails, he slowly and painfully dies as his muscles, sinew, and bones explode from a sudden increase in even more power; his soul finds its way to Geryon's stronghold in Stygia, Fifth of the Nine Hells. If the victim succeeds in his save, he immediately loses the bonuses but his Mark of the Beast suddenly becomes noticeable to others. The Marked victim will be unable to enter any *consecrated* or *hallowed* place, will immediately register as evil in the eyes of Paladin or goodly cleric, and will not allow the victim to be healed by any good spell (or any magic item created by a good being). In order to remove the Mark of the Beast, the victim must have an *atonement* spell, followed by a *quest* spell, cast on his person by a 31st level good cleric; the quest must be completed within 10 days or else the victim is forever Marked. If a victim dies with the Mark still in place, his soul is sent to Geryon in Hell.

Poison Sting (Ex): Those who believe the tales that present Geryon as the son of Tiamat point to the deadly poison of Geryon's tail as proof. Like Tiamat, Geryon's long, serpentine tail ends in a rapier-like stinger. Any being struck by Geryon's tail sting not only takes the skewering damage, but must also make a Fortitude save DC 53 or suffer 3d8 points of Constitution damage; one minute later the victim must make another Fortitude save DC 53 or suffer 3d8 points of Constitution damage.

The Presence of Hell (Su): Geryon's Presence of Hell has a 1,200-foot radius, and all effects are as those cast by a 49th level sorcerer.

Rend (Ex): If Geryon hits with two of his claws in the same round, his talons dig into the victim's body and tear the flesh. This attack automatically deals an extra 6d10+58+2d6 (lawful) points of damage.

Spell-Like Abilities: At will – *animate dead*, *blasphemy*, *charm monster*, *create undead*, *deeper darkness*, *delayed blast fireball**, *desecrate*, *detect chaos*, *detect good*, *detect magic*, *flame strike*, *greater dispel magic*, *greater invisibility*, *greater teleport*, *magic circle against chaos*, *magic circle against good*, *mass hold monster*, *mirage arcana*, *persistent image*, *polymorph*, *power word stun*, *raise dead*, *suggestion*, *symbol of pain*, *unhallow*, *unholy aura*, *wall of fire**, 3/day – *destruction*, *firestorm*, *meteor swarm*; 1/day – *hellball*, *wish*. *These spells deal cold damage. All spells are cast as a 49th level Sorcerer (save DC 29 + spell level).

Horn of the Beast (major artifact): Geryon's legendary *Horn of the Beast* appears to be made from the horn of a tremendous bull. Its shell is a pristine white, and it is austere decorated with inlays of gold and silver. The *Horn of the Beast* possesses a number of powers.

Sounding the Horn of the Beast is a standard action that produces a blast of sonic energy that deafens and stuns any foes within 60 feet of the Horn's bearer. The deafening effect is permanent; the stunning lasts for one round. A Fortitude save (DC 49) negates both effects.

The Horn's blast also summons bovine creatures to the aid of its bearer when sounded. With a single blast, it can summon 2d10 minotaurs, 1d8 gorgons, or 1d6 gathras which remain for 10 minutes before disappearing. By sounding a longer call upon the Horn, more powerful creatures may be summoned. If the Horn is sounded as a full round action, the summoned gorgons or gathras will be fully advanced. If sounded for 2 full round actions with the intent to bring minotaurs, it summons a single minotaur champion. (Treat as a 20th level minotaur fighter).

Anyone touching the Horn of the Beast without Geryon's express permission must succeed in a Fortitude save DC 49 or immediately be polymorphed into minotaur under the *domination* of Geryon. Only creatures possessing a divine rank of 0 or greater are immune to this effect. Creatures that are not alive are simply *dominated*.

Summoning Geryon

Geryon requires very precise conditions in order to respond to a summons. First, most of the summoning chamber must be constructed of white marble (at least the floor). Second, the location must be within a place that serves an intended dual purpose; a thieves' guild masquerading as a church or a hospital that also serves as a brothel are examples of appropriate environments. If one of these two conditions is not met, the DC to summon Geryon increases by 10 points; if both conditions are not met, the DC increases by 50 points. Geryon will refuse any summons if the location is a place of filth and dirt; however, if Geryon is summoned via *circle of locking the Nine Gates*, he will arrive dazed in a filthy environment for 1d6 rounds.

If the location is sufficient and the summoning attempt successful, a chilly wind will race through the chamber followed by the crashing of water against rocks. The floor within the *magic circles against evil* will fall away as murky, ice-cold water fills them. From the storm clouds that gather overhead, fluffy white snow will

descend. As snow touches the dark water, the dirty liquid will quickly appear crystalline and sparkling. Geryon's tremendous form will slowly rise from this clean water, although his form will be covered in bile and blood. The contamination will rinse from his form once he rises 30 feet from the pool of water.

Geryon is courteous but not exactly patient and will implore that his summoners get to the point of their request quickly. If he finds that his summoners are overly diplomatic or bordering on rude (DMs discretion), Geryon will use his Face of Fraud power. Through some loop in the nature of this power, it still functions even through the wards binding him; however, Face of Fraud may only be attempted once and those beyond the wards receive a +5 bonus to save against the effect. If his Face of Fraud succeeds, Geryon will ask his new friends to dust the place off, particularly the floor. Once the wards are breached, Geryon will kill any remaining summoners unaffected by his Face of Fraud and will then pursue whatever goal he believes can be accomplished within nine days. It takes a lot for Geryon to lose his temper enough to try tearing down the wards through violence.

Geryon is typically uninterested in matters that require a great deal of planning. In most cases, the Arch-Devil of Fraud will not bother with making arrangements of any kind unless at least one of his summoners is willing to accept his Mark of the Beast for the time he has wasted. If this offer is refused by all, he will attempt his Face of Fraud as above. Geryon is always amenable to plots and offers that revolve around duplicity or the opportunity to embarrass the servants of Dukes of Hell or another arch-devil loyal to Hell.

Once the summons concludes, Geryon will descend into the pool which will take on a bloody hew. The snow will change to hail, striking the water and turning it icy. The icy, filthy water will spread across the entirety of the summoning chamber, affecting the surface as a *grease* spell cast by a 49th level sorcerer. There is a 5% chance that the icy water will transform into chunks of black diamond within five hours. If these diamonds are taken, the holder is effectively Marked by the Beast.

GLASYA, Princess of Hell

The Progeny

Medium Outsider (Abomination, Evil, Extraplanar, Lawful)

Divine Rank: 5

Symbol: A pair of alluring, dark, feminine eyes superimposed on a red pentagram

Portfolio: Intrigue, Lust, Subterfuge

Cleric Alignments: LE, NE, LN

Domains: Evil, Law, Trickery

Favored Weapon: "*Caress*" (short sword)

Hit Dice: 45d8+405 (765 hp)

Initiative: +19 (+11 Dex, +8 Superior Initiative)

Speed: 120 ft. (24 squares), fly 240 ft. (perfect)

Armor Class: 84 (+11 Dex, +18 deflection, +5 divine, +34 natural, +6 profane), touch 50, flat-footed 73

Base Attack/Grapple: +45/+60

Attack: *Caress* +61 melee (1d6+16 +1d10 Constitution (poison Fort DC 36) +3d6 and 1 negative level (unholy)/19-20/+6d6 and 2 negative levels (unholy)); or claw +55 melee (3d6+15)

Full Attack: *Caress* +61/+56/+51/+46 melee (1d6+16

+1d10 Constitution (poison Fort DC 36) +3d6 and 1 negative level (unholy)/19-20/+6d6 and 2 negative levels (unholy)); or 2 claws +55 melee (3d6+15) and 2 wings +50 melee (1d8+10) and tail slap +50 melee (3d8+10)

Space/Reach: 5 ft. /5 ft.

Special Attacks: *Call devils*, diabolical aura, domain powers, the Presence of Hell, salient divine abilities, spell-like abilities.

Special Qualities: Abomination traits, arch-devil qualities, blindsight 500 ft., damage reduction 30/epic, good and silver, Diabolical Prowess, divine aura (50 ft., DC 33), godly realm, divine immunities, *greater teleport* at will, immunity to acid, cold, fire and poison, *nondetection*, *plane shift* at will, remote communication, resistance to sonic 25, regeneration 18, see in darkness, speak and read all languages and speak directly to all beings within 5 miles, spell resistance 57, telepathy 1,000 ft.

Saves: Fort +38, Ref +40, Will +39

Abilities: Str 30, Dex 33, Con 28, Int 35, Wis 30, Cha 46

Skills: Balance +20, Bluff +80, Concentration +57, Diplomacy +82 (+88 with evil beings), Disguise +58 (+62 when acting in character), Escape Artist +59, Gather Information +25, Hide +59, Intimidate +72 (+78 against evil beings), Jump +52, Knowledge (arcana) +50, Knowledge (history) +45, Knowledge (nature) +21, Knowledge (nobility and royalty) +47, Knowledge (the planes) +60, Knowledge (religion) +53, Listen +48, Move Silently +54, Perform (dance) +45, Perform (sing) +50, Sleight of Hand +40, Search +50, Sense Motive +58, Spellcraft +62, Spot +52, Survival +48 (+52 on another plane, +52 while tracking), Tumble +57, Use Rope +20 (+22 to bind someone)

Feats: Alluring, Charlatan, Combat Expertise, Corrupt Spell-like Ability^B, Dark Speech^B, Deft Hands, Fly-by Attack, Improved Combat Expertise, Improved Disarm, Improved Feint, Improved Initiative, Persuasive, Power Attack, Quicken Spell-like Ability (*charm monster*), Trustworthy.

Epic Feats: Blinding Speed, Epic Evil Brand^B, Epic Skill Focus (Bluff), Superior Initiative.

Salient Divine Abilities: Alluring Gaze*, Dark Desire*, Divine Blast (21/day, 23d12 damage), Divine Glibness (DC 52), Divine Dodge (55%), Know Secrets (DC 52).

*Unique Salient Divine Abilities; see below for details.

Environment: Dis, second of the Nine Hells of Perdition

Organization: Solitary (unique)

Challenge Rating: 49

Treasure: Quadruple standard plus *Caress*

Alignment: Lawful Evil

In many mortal worlds, the king is the single greatest individual. Although he often functions in an orderly environment in which he has to consider the implications of his decisions, it is generally thought that his rule is absolute. However, most kings are only as strong as the advisors they surround themselves with. The wise king listens to the suggestions his court offers for he knows that they have a stake in whatever decisions he makes. The unwise king either listens too infrequently or too much and it is here that the Mortal Coil could learn something from Hell.

To many scholars, the Nine Hells of Perdition are a warped reflection of the feudal system common to many mortal worlds. Huge swaths of commoners do the will of the various nobles, hoping to be rewarded for their efforts and loyalty. The various nobles occupy different ranks, each answering to a slightly more powerful noble. Across the top of this pyramid are the Lords of the Nine, the ruling dukes of the largest lands. The Lords do as they will in their Perditions, promoting the cause of tyranny and oppression in various ways and based upon their own desires. However, even the least observant person knows that this reflection only goes so far for, aside from truly extraordinary circumstances, the various rulers never die. As a result, they have no real need to perpetuate their line. They have no need for heirs. In Hell, tyranny is eternal in part due to the eternal presence of the same ruler. The same horrible attitudes. The same deplorable goals. The same stifling existence. The various rulers do not live on in their children; they live on in themselves and have no intention of ever giving up their power.

Yet, the various Courtiers of Perdition have created offspring. The Dukes of Hell have sired countless marquis half-fiends, littering the Cosmos like piles of dung where they fester until either overthrown by mortal agencies or they are taken into Hell to suffer the vile wills of their diabolical parents. Even the Lords of the Nine have spawned offspring; Lilith has spat out scores of diabolical whelps and Belial's own voracious sexual appetites doubtlessly have created numerous offspring. Even the likes of Mephistopheles is thought to have children. Yet, none call these offspring heirs. At worst, they are fodder, bit players in some diabolical campaign; at best, they are valuable possessions to be used and, if necessary, discarded if ruined. They will struggle all the while to become the devils their parents have ever been but will never meet their parents' expectations, never make their parents proud.

Yet, every rule has an exception and such remains the case in Hell for, at the top of the hellish pyramid of power, Asmodeus himself has fathered two offspring. The Infernal Highnesses, Glasya and Lixer, have long been prominent participants in Hell's machinations. Slightly higher in rank than the greatest Grand Dukes and just shy of the political power of the Lord-Regents, the Princess and Prince of Hell are not just Asmodeus' children, they are his heirs. To the rage of the eight lesser Lords, the Heirs of Hell are guaranteed the Serpent's Throne should anything ever happen to their father. Glasya the Progeny, the elder of the two, is considered by most to be but a pale reflection of her father. Many presume that Lixer the Scion-Emperor is closer to his father's image. And this is precisely the way Glasya wishes it to appear for, despite the superficial, the Princess of Hell has all of her father's subtlety and ability to manage intrigue. She cares not if her father is proud for she is proud of herself.

Glasya is one of the greatest mysteries in Hell but one of the most frequently debated, discussed, and desired of Hellish beings to the sages and scholars that study such material. While the source for desire is obvious enough, it is her precise nature and background that is the source of much discourse. According to legend, Glasya is the child of Asmodeus through his now deceased consort, Benzozia. The source of debate is multi-tiered. First, many sages argue that Glasya is not the true offspring of Asmodeus or, if she is, she cannot be the offspring of

Benzozia. It has been commonly held that devils are incapable of procreating among each other and, given this, Glasya cannot be related to both devils if she herself is a devil. Furthermore, some point to the question of why Asmodeus would risk creating an heir when such has never occurred in Hell. He already has to deal with the machinations of his most powerful vassals, so why introduce another potential threat to his power?

What is not commonly known is that the Dukes of Hell, arch-devils, and the Lords of the Nine are more than capable of procreating with other spirits, even devils, if they so desire. This is greatly frowned upon by most nobles as it does little else than create an immediate threat to both parents' station, something jealously guarded by the canniest movers and shakers in Hell. Such offspring are certainly greater than a lowly half-fiend. Fortunately, Courtiers of this level of power are capable of determining whether or not a coupling with another devil will result in the creation of a new spirit. Thus, Asmodeus – The Lord of the Nine – and Benzozia – once a powerful arch-devil – would have been capable of creating a child. Furthermore, even if such procreation was impossible between devils, what most do not know is that Asmodeus is hardly a normal devil, but the avatar of an overpower; in essence, the expected for other devils often do not apply to him.

However, it is commonly accepted that Glasya is indeed Asmodeus' daughter and her arrival was no accident. Benzozia was a courtier within the Court of Nessus when Lucifer still ruled and of middling import. Known for her almost angelic beauty and her inscrutable, cold demeanor, she was left to her own devices by the Dukes of Nessus. Her interests laid in ruling from behind the throne, offering subtle urges and encouragements to allies and even foes that seemed unrelated, when in truth, acceptance of the suggestions would ensure that her goals were met. It was in this vein that Benzozia eventually grew attached to Asmodeus, the Treasurer of Nessus at the time. Through her unrelated contacts and advice, Benzozia redirected thousands of souls from Hell's treasury into Asmodeus' hands, Lucifer never the wiser. Her skill at manipulation ensured the support of Astaroth and Beherit and kept the various Lords competing with each other rather than watching the growing political might of Asmodeus. Eventually, the souls Benzozia diverted found their way to various parties to pay for the support of the Dukes of Nessus when Asmodeus publicly revealed his desire to overthrow Lucifer. At the end of the Battles of Light and Greed, Lucifer was cast down and Asmodeus emerged from Malsheem as the new Overlord of Hell. In return for her almost invisible support, he took Benzozia as his bride.

It was ever Benzozia's intent to manipulate Asmodeus. He would be at the forefront of politics, the Overlord in name, but she would be the true power of Hell, although he would never know it as she would use her scheming nature to promote her wants. Alas, Benzozia swiftly learned that Asmodeus was not going to be a mere figurehead. As all devils, there was never any consummation of their binding and Benzozia thought she allowed Asmodeus to believe that she had no interest in his rule of Hell. However, every plot, every arrangement, every ploy Benzozia encouraged was undone before it germinated any fruit if Asmodeus would not reap the bulk of the benefits. From the destruction of Beherit, whom Benzozia planned on using for future goals, to the promotion of Tiamat as the Lord of the First, a decision

Bensozia felt against the cause of Hell, if Bensozia attempted to stifle it using blackmail, extortion, or other means, it would fail. Frustrated, Bensozia began to consider learning more about her new king. Through her powers, her cosmic and divine contacts, and her willingness to use information culled from less lawful sources, Bensozia began to believe that there was more to Asmodeus than she initially thought. To learn more, she offered the unspeakable in Hell: spiritual coupling. During this single act, Bensozia saw into the depths of Perdition. She saw Lucifer and she saw the creation of Hell. And she held the mind of The Overlord. Only the fact that Asmodeus willed otherwise did Bensozia not go mad from the knowledge and Asmodeus' will was motivated for one reason: the act created Glasya, the couple's only offspring.

Realizing that she had been masterfully played, Bensozia swore that she would never again speak the nature of Asmodeus, that she would never again attempt to manipulate him. Fear drove her and little else. She would not speak without his leave. For nine long years, Bensozia carried the seed of her husband and, when it was time, Bensozia fled to the Pit of Darkness. There, after nine months of labor, Bensozia vomited blood from her mouth and womb into the Pit. In short order, her only child gurgled up from the depths, fully formed and mature. Even more beautiful than her mother, Glasya was immediately aware of her power.

Glasya would remain in Nessus for a short while. In a grand procession, she was hailed as the Princess of Hell, although it would not be until Lixer's arrival that she would be recognized as an Heir of Hell. While her mother had long since become little more than a mouthpiece for Asmodeus, Glasya took on many of Bensozia's characteristics, if not powers. She played the Courtiers of Nessus like a violin, plucking one string for a certain sound, stroking another to create a different tone, all to a melody unapparent until the end. She caused much mischief in Nessus, although always to her own favor and never to the detriment of her father; indeed, he occasionally benefited from her intrigue. Bensozia, little more than a shell of her former self shackled to a knowledge that froze her, had been replaced by her own daughter.

Eventually, Asmodeus decided to offer Glasya the choice of Lords to serve. She selected Mammon, Lord of the Third and the Arch-Duke of Avarice. She departed Nessus eagerly, pleased to be away from her father and his court. Precisely why Glasya joined forces with Mammon is unknown, especially when one considers her interest in intrigue. Or perhaps it was because of this interest that Glasya joined Mammon's court. The court of Mephistopheles was far too rife with traitors behind every corner, not to mention the mechanisms of Mephisto himself, her father's greatest rival. Sammael, another master of intrigue, would have sought to use Glasya as part of his goals, and clearly was far more capable than she. Dispaten was too distant and she had had few dealings with him. So, Mammon's court, rife with constant talk of usurpers and the pursuit of greater gold and wealth was an ideal, and relatively safe, place for Glasya.

Bensozia was left behind. Perhaps Glasya's absence had a role in her decision, perhaps not; whatever the case, the Queen of Hell decided that she had to purge her mind of what she knew. She sought out the one Lord who could ensure this - the Prince of Stygia, Leviathan, Lord of the Fifth. For the last time, she used her manipulative nature and ensured - through Asmodeus' own ser-

vants - that the Prince would learn of her travels in the Fifth. She was taken to Tantlin where she did her best to give the appearance of hesitancy, of reluctance to reveal all the secrets she knew of Nessus and its Dark Lord. She knew that she could easily escape Leviathan upon his taking her memory of the darkness she feared, but she did not know that Asmodeus was as much a participant in her ploy as she was. Just as she was about to offer the truth to the traitorous Lord of the Fifth, Geryon - who had long since been ordered by Asmodeus to do so - blew his horn. Even as the panicked Leviathan rose his massive claws to slay her, Bensozia felt her power wither. Even as Leviathan lowered his huge talons, she realized that she was never more than a tool to be used and discarded, an incubator for her only child. Even as she was ripped to pieces, Bensozia knew that her fate was to fear for eternity in the maw of that which she had fled, knowing that whatever plan it had for her daughter would be safe. The Queen of Hell was dead.

Glasya learned of her mother's assassination swiftly and reacted to it in her singular manner: feigned pain, guaranteeing that the various Powers of Hell would see her as weak and pathetic for caring about her mother's death. Mammon attempted to find the means to bring his consort encouragement. She encouraged him to set up the framework to eventually betray Dispaten and Mephistopheles. She encouraged him to weaken his own defenses in order to provide her with gifts. She even suggested that she would eventually allow him to bed her if he would do as she wished. Through her behavior, Glasya caused a great deal of trouble for Mammon and his allies, so much so that it is rumored that Mammon almost lost his Lordship a number of times. Some think that these behaviors were intended by Glasya so she could attain her own Lordship; however, the reality was that Glasya was simply testing her own abilities. She believed that if she could manipulate a Lord, she could eventually work her way to having enough power to address her father.

After her mother's death and the *Dies Irae* that followed millennia after, Glasya was taken from Minauros and Mammon by her father's decree. For reasons still unknown to any but Asmodeus, Glasya was set up as the head of the erinyes, a role previously filled by the Lord of the Second, the Arch-Duke Dispaten. Now the two share the responsibility, Glasya taking a direct role overseeing the erinyes in the Prime while Dispaten keeps track of their numbers and controls precisely which targets are chosen. Currently, as head of the erinyes, Glasya spends much time traveling to the Mortal Coil where she has likewise used her manipulative nature on mortals. Since their pairing, the Lord of the Second and the Princess of Hell have been extremely productive.

Like her mother before her, Glasya represents that Power behind the Throne, the hidden agency that manipulates matters in pursuit of some end that reveals itself when it is too late to be stopped. Her interest does not lie in direct power for that way ensures that others will want to take it from her. Instead, Glasya promotes the authority of the bureaucrats and the advisors that stand behind the throne, that make the real decisions, who have the real contacts; while rarely publicly recognized for their work, they reap the greatest benefits with the least risk. Blackmail, extortion, backroom dealings, promises of power and pleasure; all these are part of the intrigue upon which Glasya feeds. The fact that others are rolled over and crushed by the apparently vying posi-

tions, the fact that others suffer as some shadowy force quietly advances some plot, the fact that only a select few truly benefit, the fact that the manipulation ensures the perpetuation of tyranny, only make the ploys all the more meaningful. Glasya loves to see mortals led down the path of Perdition due to their inability to control themselves. She enjoys manipulating them and events in their lives that seem to lead them to a point in which they have no other options but to commit acts of evil. Sex is little more than an additional incentive, although in the end it means nothing to Glasya. There must always be something others want and, in her mind, this is the one thing they will never have. Sex and sensuality are simply another set of tools Glasya uses to weave intrigue. Unlike Fierana or Belial, who oppress the physical body through sex, Glasya uses the promise of sex to curry favors, acquire information, uncover secrets, sow gossip, and achieve more power.

Glasya has had affairs with numerous Powers of Hell. These affairs are all one-sided for Glasya has yet to be touched by mortal or immortal. She is a diabolical virgin, her purity superficial for she is nothing less than rotten through and through. Of her dalliances, the best known of these was her time with Mammon. Glasya perceived and continues to view Mammon as beneficial for the material wealth he lavished (and continues to lavish) on her; however, Glasya viewed (and views) Mammon with nothing but contempt and, generally speaking, a traitor to her father. Aside from Mammon, Glasya has numerous contacts across Hell, most of them with devils who believe they will eventually dominate her. One of her strongest allies is Fierana, the Grand Duchess of Phlegethos. While the Arch-Devil of Passion believes their alliance is mutually beneficial and lusts after the Princess, Glasya has not once shared anything untoward with Fierana while she has learned a great deal about Phlegethos and diverts such information to her father. Her relationship with Dispatier is largely congenial and professional; however, not even the Iron Duke has been immune to her wooing, although she has never so much as let him touch her (while she touches him all the time). Glasya possesses no formal relationships with the other Lords of the Nine; she is on reasonably good terms with most of them, although she and Beelzebub have conversed a few times with him implying the benefits of an alliance. She has no interest in such, but has not indicated as much to the Lord of the Flies.

However, there is one devil for whom Glasya does have actual feelings, although none know of it and even she refuses to admit it. Merorem the Darkwind, the powerful Grand Duke of the Ebon Vale, has witlessly drawn Glasya's inhuman and unholy affections. Of course, being a devil, Glasya has no idea how to cope with her feelings and, as a result, toys mercilessly with the Darkwind's own emotions. Glasya hopes, perversely, to push Merorem to the point of rape, knowing full well the implications for her status and, as importantly, her father's reaction to such a violation. The source of this behavior is unknown, although it is possibly due to the manner in which she was conceived. In any event, this capacity to love – however perversely – makes Glasya unique in Hell.

There is little love between Glasya and her brother Lixer, the Prince of Hell. Glasya detests her brother for two reasons: first, he is not a true devil due to his mortal heritage; and second, she despises the fact that he is more intelligent and makes no attempt to hide it. Still,

Glasya is very capable of manipulating others to cause interference to Lixer's plans and is intimately aware of most of his major activities. The truth is Glasya is far more motivated to do well when she competes with Lixer and this is precisely what their father wants to see. Glasya does not dwell much on the loss of her mother, Bensozia. When the Queen of Hell was alive, she taught her daughter a great deal about intrigue and Hell, but never shared her dread secret. Glasya perceived her mother as weak and witless and with a great deal of contempt and disappointment. Still, she counts both Leviathan and Geryon as foes for their rolls in the Queen's murder. She has no idea that Bensozia's death was orchestrated by Asmodeus.

It is known that Glasya fears her father immensely and that she has no interest in trying to betray him... at least not until she is absolutely certain that such an act would result in his death. Still, while she does not love her father, he is the only thing in Hell to whom she is as loyal as a devil can be. Likewise, Asmodeus does not love his daughter, but she is one of his most prized possessions, made by him for some unknown purpose, and any who would dare to soil or damage her would be the target of his infinite rage. So far, while Glasya instinctively knows that she, her brother, and her father are something different from the rest of Hell's cosmic powers, she has not bothered to investigate further.

Glasya is unbelievably beautiful despite her obviously diabolical appearance. It's likely that, aside from Belial, she's the most attractive devil in Hell. Glasya appears as a human woman just under 6 feet tall. Every aspect of her body somehow exceeds the desires of every male (and some females) of every humanoid race and subgroup while at the same time maintaining the same general perception. Glasya tends to wear long, white gauzy gowns that do nothing to hide her voluptuous form. She tends to go about barefooted, each toe adorned with a ring, much like her long fingers. Her wrists are bejewelled with bangles and bracelets, most beautifully crafted but mundane. She has long, black hair that reaches the small of her back, from which spread her large bat-like wings. Her skin is coppery, although she can change the color easily enough, and she has a pair of small copper-colored horns on her forehead. Her diabolical appearance is culminated with a long forked tail. Glasya speaks with a voice that communicates only pleasure, often punctuating her comments with by rolling her tongue across her teeth. It's a shame that such beauty also houses such immense evil.

Combat

Glasya detests physical altercations, fearing that blood and gore may soil her clothes. Indeed, Glasya's likely to *teleport* or *planeshift* at the first sign of danger regardless of whether or not the threat can actually harm her. Glasya believes that, as the Princess of Hell, she must represent demure sophistication that disallows stooping to such a base level as fighting. However, if Glasya is offended or interrupted in a major operation, not only will she fight, but she will reveal the full terror of her infernal heritage.

Glasya will begin every combat round by calling on her Diabolical Aura to induce *fear* and *calling* in three pit fiends. In the next round, she will use dark desire or divine glibness to offer a *suggestion*, often encouraging those who succumb to her wiles to overthrow their fool-

ish allies who seek to impede the progress of an ordered society.

In the next round, Glasya will usually target the most powerful adversary with a divine blast; she rarely seeks to destroy handsome rogues or bards. If she still finds that she faces stiff opposition, Glasya will *call* in more pit fiends and offer another *suggestion*.

Once Glasya commits to a fight, she will not stop until her foes are dead or until she has lost a notable amount of hit points (over 1/5th), at which point she will *planeshift* or *teleport* away with little else on her mind save revenge.

Alluring Gaze (unique salient divine ability): Glasya may transmit any of her enchantment spell-like abilities through her gaze, using the normal rules for gaze attacks. The range of this ability is 60 ft. Changing the current effect of her gaze is a swift action; suppressing her gaze is a free action. The Will save DC to resist any of the effects of Glasya's gaze is 52. Glasya typically has her gaze transmitting *charm monster*.

Alter Reality (Su): Glasya exerts a considerable measure of control over reality itself, and her presence can command the very essence of the world around her. This warping of reality manifests in a number of ways.

Glasya can use *limited wish* with regard to her portfolio. This ability costs her no XP, and requires a standard action to implement. In effect, Glasya can duplicate practically any spell effect of up to 6th level, so long as the effect promotes intrigue, lust, or subterfuge. When she attempts to alter reality in opposition to another deity, she must succeed at an opposed rank check.

As a free action, Glasya can assume any size from Tiny to Huge. She can also change the size of up to 100 pounds of objects she touches. Glasya's Strength, Armor Class, attack bonus, and damage dealt with weapons changes according to the size she assumes. Her Strength score can never be reduced to less than 1 through this ability.

Call Devils (Sp): As a standard action Glasya can attempt to *call devils*. She may attempt to *call* up to three times a day, 3 pit fiends, 9 gelugons or cornugons, or 18 of any lesser type of devil except erinyes, of which she can *call* 27. Since these devils are called, they have the ability to *summon* other devils as their *Monster Manual* descriptions allow. Unlike many arch-devils, Glasya is not restricted in her ability to *call devils*. After all, Glasya is the Princess of Hell and no devil is stupid or crazy enough to risk offending her or her dreaded father, Asmodeus. Having been placed in charge of the erinyes that haunt the Prime Material plane in pursuit of mortal souls, Glasya prefers to call these devils over all others. In fact, this is the reason she can call such a high number. Like these devils, though, Glasya detests physical confrontations not so much because she's concerned about getting hurt but because she frets about damaging her nails or disheveling her hair. Thus, Glasya is almost always in the company of a *polymorphed* pit fiend or two. There are persistent rumors that Glasya has the ability to call on her father as well. Whether or not Asmodeus can actually appear to assist her is unknown, but to draw his attention in any fashion is probably fatal at best for those who offended or threatened his daughter.

Dark Desire (unique salient divine ability): Possessing inhuman beauty, the Princess of Hell can cause all kinds of beings, from the lowest of mortals to gods and cosmic entities, to be drawn to her and, furthermore, to do her dark bidding. Not only do targets seek to be-

come physically intimate with Glasya, they will do one service for her if they fail the save against the effect (Will save DC 52) as if under the effects of a *suggestion* spell. (Gods and cosmic entities are susceptible to this power regardless of their cosmic or divine rank). Those unable to quench their desire rapidly lose their composure and senses over the next nine rounds. During this time, they suffer a cumulative -1 penalties to their Wisdom and Charisma and are unable to take 10 (much less 20) on any skill, and must make Concentration check in order to cast spells or spell-like effects. Glasya may use this ability five times per day, and may target up to five creatures at a time. She frequently targets powerful mortal males, often having them sign their souls to Hell.

Diabolical Aura (Ex): Glasya's Diabolical Aura can be ignored on a successful Will save DC 59.

Divine Immunities: Glasya is immune to ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, sleep, stunning, and transmutation. Interestingly, perhaps due to her diabolical heritage, Glasya is not immune to *banishment* or *imprisonment*.

The Presence of Hell (Su): Glasya's Presence of Hell has a 1,350-foot radius, and all effects are as those cast by a 54th level sorcerer.

Spell-Like Abilities: At will - *blasphemy, calm emotions, change self, charm monster, confusion, create undead, deeper darkness, delayed blast fireball, desecrate, detect chaos, detect good, dictum, dispel chaos, dispel good, dominate monster, false vision, flame strike, greater dispelling, greater invisibility, hold person, invisibility, magic circle against chaos, magic circle against good, major image, mirage arcana, mislead, nondetection, order's wrath, persistent image, polymorph self, polymorph any object, protection from chaos, protection from good, raise dead, screen, shield of law, summon monster IX* (as a lawful evil spell only), *symbol of pain, time stop, unhallow, unholy aura, unholy blight*; 3/day - *destruction, fire storm, meteor swarm*; 1/day - *hellball, wish*.

As a demigod, Glasya has access to the Evil, Law, and Trickery domains in addition to spells granted by the arch-devil template. All spells are cast as a 54th level sorcerer except Evil and Law spells, which are cast at 55th level (save DC = 37 + spell level; mind affecting, language dependant save DCs = 39 + spell level).

Other Divine Powers

As a demigod, Glasya treats a 1 on an attack roll or saving throw normally and not as an automatic failure. She is immortal.

Senses: Glasya can see, hear, touch, and smell at a distance of five miles. As a standard action, she can perceive anything within five miles of her servants or worshippers, holy sites, objects, or any location where one her titles or name was spoken in the last hour. She can extend her senses to up to two locations at once. She can block the sensing powers of deities or cosmic entities of her rank or lower at up to two remote locations at once for five hours.

Portfolio Sense: Glasya is aware of any act of intrigue or subterfuge guided by a lust for greater power within a social (lawful) environment that involves one thousand or more people.

Automatic Actions: Glasya can use any Charisma-based skill, or a skill that promotes intrigue, as an immediate action if the DC for the task is 15 or lower. Glasya can also cast any Enchantment or Illusion spell-like abil-

ity as a swift action. To use a skill in this way, Glasya must have ranks in the skill, or the skill must be usable untrained. Glasya cannot do anything as an automatic action if the task would involve actual movement. Glasya can perform up to two such swift actions each round.

Lixer can use any Intelligence-based skill, or any skill that deals with arcane knowledge, as an immediate action if the DC for the task is 15 or lower. Lixer can also cast any necromancy spell as a swift action.

Create Magic Items: Glasya can create any wondrous item with an enchantment effect so long as it does not exceed 4,500 gp.

Possessions: Glasya frequently carries *Caress*, a +6 poisonous, unholy power short sword.

Summoning Glasya

The Princess of Hell is perhaps the most frequently summoned of the arch-devils as she has taken pains to ensure that the means to transport her to the mortal coil are widely distributed across the Cosmos. Her interest is transparent enough: Glasya seeks more power from mortal souls and knows that the more fools allowed to summon her draw their souls ever closer to eternal damnation in Hell.

Glasya has very particular requirements for her summons. First, Glasya must be summoned in a place of exquisite, physical yet stately beauty. Such locations must also exhibit a subtle degree of sensuality without being coarse. Typical locations that will draw Glasya include royal gardens, castle grand ball rooms, and the waiting chambers of royal concubines or noble women. If such locations are not used, Glasya will simply not respond to the summons at all. Second, Glasya expects to be called by one with royal or noble blood. The summoner need not know of her royal heritage, but must be able to trace such lineage no further back than three generations. If one without royal blood attempts to summon Glasya, the DC on the summon increases by 90. Third, there must be some manner of marble statuary depicting a noble female figure or else a stately throne or chair. Lack of such an item increases the summoning DC by 30 points. In these latter two requirements, successful summoning Glasya yet not fulfilling her expectations results in Glasya arriving in a less than pleased state. Finally, the area must be surrounded with 99 white candles that burn saffron, lilacs, black orchids, and similar expensive, pleasant smelling herbs and flowers (this essentially lays just outside the perimeter of the *magic circle against evil*).

Once the summoning ritual is completed, the summoning area is filled with an indescribable, somehow forbidden, yet intoxicating odor as the candles and incense immediately burn down into small reddish-purple tongues of flame. A warm, comfortable breeze will descend into the area even as the floor of the summoning area turns into black marble. If there is a statue in the area, Glasya will abruptly emerge from behind it; if there is a throne, she will likewise materialize from behind.

The Princess of Hell will always address the summoner if she possesses royal blood, although she will not necessarily ignore the presence of others. If there is no such person in the area, The Progeny will be terse and catty, although not precisely rude. So long as she is treated with deference and respect, Glasya will be extremely polite and diplomatic, answering any and all questions (although she is certain to bend the truth to suit

her). She will pay a great deal of attention to the interests and reactions of her summoners, seeking to learn any weaknesses they may have or discover anything to increase her bargaining posture. Glasya will move about the summoning area in a casually seductive manner, never doing anything particularly sexual yet somehow exuding a great deal of calm passion. If she deems it useful or necessary, Glasya has the power to use her Dark Desire power without having to breach the summoning area; she may target only one individual in this manner per summons. If at any time Glasya is treated disrespectfully, she will leave immediately although she will note those who angered her for future (and certain) reprisals.

Once the summons is concluded, Glasya will slowly walk towards the edge of the summoning area towards the most attractive summoner (gender does not matter), a sultry look on her face. Just before she reaches the *magic circle against evil*, she will turn to her left, waving a lazy hand at each flame. Each flame creates a huge fiery arch towards either the statue or the throne.

Once all flames are connected, a tremendous pentagram opens over the statue or throne, turning it into a burning effigy. With a wink or some other subtle motion, Glasya will enter into the pentagram, dissolving into ashes. The pentagram will suddenly disappear, leaving the burnt husk of the statue or throne behind.

HAAGENTI

Arch-Devil of Inspiration

The Dark Dreamer

Bard 10/Loremaster 20

Large Outsider (Abomination, Evil, Extraplanar, Lawful)

Symbol: A black cloud filled with stars on a dark blue, inverted triangle

Hit Dice: 45d8 + 10d6 + 20d4 + 675 (1175 hp)

Initiative: +18 (+10 Dexterity, +8 Superior Initiative)

Speed: 120 ft., fly 240 ft. (perfect)

Armor Class: 74 (-1 size, +14 deflection, +10 Dex, +34 natural, +6 profane), touch 40, flat-footed 64

Base Attack/Grapple: +60/+73

Attack: Claw +68 melee (4d6+9)

Full Attack: 2 claws +68 melee (4d6+9), 2 wings +63 melee (4d8+4), 1 gore +63 melee (2d8+4)

Space/Reach: 10 ft. /10 ft.

Special Attacks: *Call devils*, Darkest Dreams, Diabolical Aura, Live the Nightmare, the Presence of Hell, Shattered Dreams, spell-like abilities, spells

Special Qualities: Abomination traits, arch-devil qualities, bardic music (countersong, fascinate 4 creatures, inspire competence, inspire courage +2, inspire greatness, suggestion Will DC 29), blindsight 500 ft., damage reduction 30/epic, good and silver; darkvision 60 ft., Diabolical Prowess, divine immunities, greater lore, immunity to fire and poison, Inspired Addiction, lore +52, *nondetection*, regeneration 18, resistance to acid 30 and cold 30, see in darkness, spell resistance 63, telepathy 1,000 ft., true lore

Saves: Fort +50, Ref +51, Will +51

Abilities: Str 28, Dex 31, Con 28, Int 42, Wis 26, Cha 38

Skills: Appraise +16 (alchemical devices +41), Balance +16, Bluff +84, Concentration +87, Craft (alchemy) +39, Decipher Script +52, Diplomacy +92 (+98 with

evil beings), Disguise +62 (+70 when acting in character), Escape Artist +58, Gather Information +58, Heal +31, Hide +64, Intimidate +72 (+78 against evil beings), Jump +64, Knowledge (arcane) +94, Knowledge (architecture) +52, Knowledge (dungeoneering) +52, Knowledge (history) +74, Knowledge (local: Hell) +74, Knowledge (nature) +22, Knowledge (nobility and royalty) +29, Knowledge (the planes) +94, Knowledge (religion) +78, Listen +56, Move Silently +58, Perform (orator) +50, Search +58 (+62 finding secret doors), Sense Motive +66, Spellcraft +104 (+112 deciphering scrolls), Spot +56, Survival 56(+60 underground, +64 on another plane, +62 while tracking), Tumble +64, Use Magical Device +96 (+108 with scrolls), Use Rope +13 (+21 with bindings)

Feats: Brew Potion, Corrupt Spell-like Ability ^B, Craft Magical Arms and Armor, Craft Wondrous Items, Dark Speech ^B, Energy Admixture (sonic), Energy Substitution (sonic), Eschew Materials, Greater Spell Focus (divination), Improved Initiative, Iron Will, Magical Aptitude, Persuasive, Power Attack, Quicken Spell, Quicken Spell-Like Ability (*charm monster*), Skill Focus (Knowledge [arcana]), Spell Focus (divination)

Epic Feats: Efficient Item Creation, Epic Evil Brand ^B, Epic Spell Focus (divination), Epic Spellcasting, Ignore Material Components, Improved Metamagic, Improved Spell Capacity (7th), Improved Spell Capacity (8th), Improved Spell Capacity (9th), Improved Spell Capacity (10th), Improved Spell Capacity (11th), Multispell, Polyglot, Spell Stowaway (*wish*), Superior Initiative

Environment: The Infernal Realm of Dark Dawn, Avernus, First of the Nine Hells of Perdition

Organization: Unique (Solitary)

Challenge Rating: 51

Treasure: Quadruple standard

Alignment: Lawful Evil (Neutral Evil tendencies)

Every revolution, every change, every act of creation, everything mortals aspire to often geminate from dreams. Dreaming is typically perceived as the ability to think beyond the constraints of the present, to peer into a possible, undiscovered future, in order to bring about something new and innovative. Strongly identified with change and whim, few associate dreams with the suffocating darkness of Hell. In Hell, dreams are ruthlessly stamped out... Or so many from The Abyss or the Realms Above would have mortals believe. Indeed, there is some truth to the position of Hell's enemies. Hell despises dreams that seek to bring about change with which Hell disagrees. Essentially, in Hell, dreams must fit into the grand plan, the schemes that will ensure the fulfillment of Hell's intent to control all of Creation. Any dreams that get in the way of this goal are at enmity with Perdition. As a result, devils and those who serve the will of Hell find it better to hide their dreams, to blanket them under logic, formality, and reason. But, dreams are very much a part of Hell and have been powerful motivators for much of what has happened in The Pit for countless millennia. And, standing at the vanguard of unconstrained dreaming in Hell is the Arch-Devil of Inspiration, Haagenti the Dark Dreamer.

One of the oldest arch-devils, Haagenti can be counted among the maleficareim, the hellspawn that

emerged from the blood of The Overlord. From the start, Haagenti was different from his peers. While they sought to impose their own order on each other, Haagenti sought another route. Rather than fight against his brethren, Haagenti sought to do the unthinkable: understand their motivations. Haagenti sought to explore the dreams that moved his brothers, encouraging them to think and perceive beyond their constraints and boundaries. This peculiar behavior cast Haagenti on the periphery of the battles that rocked Hell before Lucifer's appearance, the other maleficareim regarding the Dark Dreamer as a weak fool not worthy of inclusion in their conflict... Yet and still, many secretly traveled to Haagenti to find the means to overthrow their self-imposed restrictions, their personal limitations. Grudgingly, many viewed their successes as revelations from their time spent with their outcast brethren, believing that his flawed nature benefited them due to their own perfection. What so many never understood was that Haagenti learned a great deal more about them than they learned about themselves and this knowledge Haagenti coveted not because he planned on using it to rule Hell, but because it provided satisfaction in his own superior ability to exist on a higher plane. Haagenti could do what the others could not: he could ignore the binding impulses of Perdition and carve his own destiny, all the while ensuring that those that met with him witlessly fed his insatiable curiosity about Existence.

Eventually, Lucifer arose and reined in the maleficareim, slaughtering tens of thousands of them. Haagenti remained one of the few unscathed by the first Overlord's purge. However, when called before Lucifer, Haagenti was simultaneously rewarded and punished. Although gifted with great power as an arch-devil, the Dark Dreamer was also marked as a traitor to his kind and was cast out of Hell. This was of minor importance to Haagenti, for in the countless eons he traveled the Cosmos, seeking to inspire others to unbind their own limitations in favor of a greater cause. Haagenti inspired revolutionaries, offering them glimpses into a future in which all was orderly and all were equal in utopia. He inspired propaganda, allowing artists to subtly encourage unity and hard work in pursuit of a common cause. Haagenti turned the still waters of the mind into the wine from a vineyard of ideas. He forged gold from the iron mind of mortals and immortals alike, never remaining in place too long, always pursuing a new opportunity.

Many wonder if Haagenti is truly evil. After all, he seeks to unbind the creativity, to inspire and grow. What too many do not realize is that Haagenti seeks not to release creativity for the sake of art and expression, but for the purpose of channeling specific attitudes and goals through art and expression. Namely, Haagenti seeks to fulfill the darkest, most tyrannical dreams of mortals. He encourages those strong of mind, but weak in spirit, to attack the joys of independence and freedom in the name of unity. This unity is a façade, for in reality, Haagenti wants nothing less than the binding of the body and emotions of all under a common banner. Although Haagenti seeks not to rule, he himself is as bound by the laws of Hell for all he can do is perpetuate tyranny and oppression. The inspiration he unleashes, the dreams he helps bring to reality always have an end result that promotes evil and order. The revolutionaries impose martial law, overthrow existing democracies or beneficent monarchies in return for massive empires. The artists create music or murals that speak to the heart of the oppressor

and open the mind of the demagogue. Haagenti inspires nothing less than Hell.

Although Haagenti has spent the majority of his time traveling the Cosmos, particularly the Prime, since the *Dies Irae*, he has found his way back to Hell. As time has progressed, Haagenti has slowly abandoned his self-centered nature as he has become more convinced that the knowledge he has acquired may have put him in a position to inspire change in the changeless places for a greater rule. Thus has Haagenti returned to Hell. Setting up his Infernal Realm of Dark Dawn on Avernus, Haagenti – although still an outcast – has received a pardon from Asmodeus. Haagenti has no allies among the Peerage of Perdition, particularly the oldest Lords of the Nine, ensuring his continued isolation. Dispat and Mephistopheles, in particular, despise him, viewing him as a mutant among their kind, an example of a devil infected with elements demonic. Indeed, Mephistopheles would like nothing better than to consume Haagenti's knowledge and then cast his lifeless husk into the Pit of Darkness. Dispat fears Haagenti's ability to give meaning to the most deplorable task, knowing that such an attitude upsets his dedication to the status quo. Haagenti also finds that he is opposed by Belial and Beelzebub; while the Master of Pain and Sufferings regards the Dark Dreamer as a flighty simpleton, Beelzebub's ideas about perfection cannot support the arch-devil's promotion of individualism. The only Lord that has any meaningful relationship with Haagenti is Bael who recognizes the value of thinking outside the box. Still, Bael is cautious with Haagenti, knowing that although his exile has been released the Dark Dreamer still remains beyond the bonds of Hell. Interestingly, Haagenti has quite a few allies among the Dukes of Hell, particularly with Caim, Caarcinolaas, Amdusias, and Carreau. Each of these Dukes inspires change of some sort and sees a kindred spirit in the Dark Dreamer. Still, the Dukes are careful to conceal any alliances they may have with Haagenti and it is unlikely that they are aware of others. Interestingly, Haagenti has no known alliance with other cosmic entities or gods.

Haagenti appears as a hefty humanoid with vaguely bovine features. His flesh is like the moody night sky, dark blue with white and gray "clouds" perpetually drifting, and his amber eyes are like those of an owl. A pair of bull-like horns juts from the side of his head and a pair of blue and gray wings sprout from his back. Haagenti tends to dress in very stylish black doublets and high, black leather boots. He rarely carries anything other than a medallion (actually an *amulet of the planes*). Haagenti speaks in a deep, soothing voice and he has never been known to raise his voice; the only way to know that Haagenti is filled with rage is when he is utterly silent – an occurrence that happens very infrequently.

Combat

Haagenti is not a combatant by any stretch of the imagination. He hates fighting, physical or otherwise and other arch-devils and Lords of the Nine of hellspawn origins point to this aversion as further proof of his weakness. If faced with a situation that requires combat, Haagenti will immediately *teleport* or *plane shift* away, rarely taking time to determine who dared to attack him. In a situation that requires combat, Haagenti uses his Diabolical Aura, Presence of Hell, and Shattered Dreams

in immediate succession. He will then attempt to *curse* the most dangerous opponent before taking to the skies in order to maintain distance. From here, Haagenti will concentrate on remaining adversaries with his most powerful spell-like abilities.

Bard spells known: 0 – *daze, flare, know direction, mage hand, prestidigitation, read magic*; 1st – *cure light wounds, extract drug*, hypnotism, sorrow*, undetectable alignment*; 2nd – *addiction*, calm emotions, eagle's splendour, fox's cunning*; 3rd – *crushing despair, cure serious wounds, displacement, glibness, remove curse*; 4th – *detect scrying, dominate person, modify memory, rainbow pattern, zone of silence*; 5th – *dream, false vision, mass suggestion, mind fog, nightmare*; 6th – *analyse dweomer, bestow greater curse*, greater scrying, project image* (4/8/8/7/7/7/7/3/3/3/2/2). 60th level caster; base DC 33 + spell level, DC 37 + spell level for divination).

Call Devils (Sp): As a standard action Haagenti can attempt to *call devils*. He may attempt to *call* up to three times per day, 3 pit fiends, 9 gelugons or cornugons, or 18 of any lesser type of devil. Haagenti has a 50% chance of success with each *calling* attempt. Since these devils are *called*, they have the ability to *summon* other devils as their *Monster Manual* descriptions allow. Haagenti loathes calling on devils, fearing swift reprisal from Asmodeus or any of the Lords of the Nine. However, if in a situation that warrants it, the Lord of Luster will call on erinyes. He will only call on more powerful devils if his very existence is threatened.

When in a spot, Haagenti will *call* on axiomatic dream larvae. These creatures represent his own warped values with regards to dreams and follow his will to the spirit and letter. The Dark Dreamer may *call* one axiomatic dream larva thrice per day.

Darkest Dreams (Su): As the Arch-Devil of Inspiration, Haagenti often sends dreams to those with delusion of grandeur and those with misguided goals to improve society through propaganda and creativity. Thrice per day, Haagenti may call on Darkest Dreams.

When the Lord of Luster uses Darkest Dreams, he does not necessarily sleep himself and is perfectly able to react to any attack against his person, although in doing so he voluntarily ends the effect. Should Haagenti decide to attempt to continue his assault against an unsuspecting soul, he may receive a Concentration check DC as if he were attempting to cast a spell while being distracted (this effect functions as a 10th level spell).

Ostensibly, Darkest Dreams functions in a manner similar to the *dream* or *nightmare* spells and Haagenti can choose between the two. Haagenti can extend his Darkest Dream ability to any being whose name he knows within a one mile radius of his person. The recipient must be asleep when Haagenti contacts him. The victim believes that he is dreaming and has no reason to suspect that he is being contacted by a devil. In the dream, Haagenti uses poetry, music, or speech to convince the recipient of a course of action relevant to the recipient's goals and desires. In most cases, Haagenti offers dreams that prompt recipients to engage in acts in pursuit of stronger governmental control over creativity, art, and cultural elements. Thus, to a guildsman interested in curtailing artistic expression, Haagenti would provide a dream to bolster the recipient's Charisma when promoting his position before his peers. In any case, when Haagenti appears in the dream, the recipient receives a Will saving throw DC 55 to refuse the offer and

immediately wake up; if the recipient fails, he is affected by a *suggestion* spell that persists for the next nine days as he does everything within legal means to achieve his goal; Haagenti even offers a *wish* to the victim, allowing strange coincidences to occur to promote a successful meeting of the victim's goal. Each day, he receives a +2 bonus to Charisma even as his Wisdom suffers a -2 penalty. Once the victim reaches his goal, the bonuses immediately disappear; unfortunately, the penalties are released by 2 over the next nine days. If the recipient never achieves his dream, then he suffers from the *nightmare* aspect of the effect.

When using the *nightmare* aspect of Darkest Dreams, Haagenti sends a disturbing image of a goal or desire being shattered by another or by a weak government. In this version of Darkest Dreams, the victim likewise feels a strong suggestion to do whatever is necessary within legal means to protect his dreams. However, he becomes obsessed with his goal and suffers a -2 penalty to his Charisma for each day as he becomes more forceful; this is coupled with a loss of 10 hit points. Otherwise, this version of Darkest Dream is identical to *nightmare*. Haagenti finds the *nightmare* aspect of Darkest Dreams to be beneficial to weed out those in the way of his reforms and propaganda, finding amusement in them knowing what is about to happen to their world but with reduced means to stop the outcome. The *nightmare* portion of Darkest Dreams can only overcome by a good aligned cleric of at least 31st level.

Diabolical Aura (Ex): Haagenti's Diabolical Aura can be ignored on a successful Will save DC 55.

Inspired Addiction (Ex): Haagenti finds that at times, inspiration requires a bit of a push and he is more than willing to provide that push. Haagenti offered Inspired Addiction to those foolish enough to take his offers of help.

Nine times per day, Haagenti may offer a boon to almost any aspect of a client's life. Typical boons include a +2 bonus to ability scores, a +3 bonus to skill ranks, a new feat or spell, or an enchantment to a magic item (that exceeds the typically limits of said item). Every three days for the next three months, these bonuses increase as the client slowly sees his dreams fulfilling, his inspiration fueling his creativity and success. However, in return for these boons, Haagenti sees to it that the victim pays. The victim becomes addicted to something related to his dreams, but dangerous to his being or freedom. Thus, a musician may find himself addicted to stimulant drugs or sensations while a sculptor may find herself addicted to acts that harm her body. The addiction must be fed for at least one hour every three days or else the victim suffers from fatigue and takes 10 points of damage each day until the addiction is accepted (for every required time skipped, the client must satisfy the addiction twice).

Haagenti is capable of removing the addiction by rarely does so unless the client swears his soul to the Arch-Devil of Inspiration. Once this occurs, the victim becomes irrevocably Lawful Evil and his soul is consigned to the Infernal Realm of Dark Dawn under Haagenti's control. Conversely, the victim may approach a 31st level cleric, receive *restoration*, *atone*, and pursue a *quest* to overcome the addiction permanently; this must be accomplished within three weeks or else the addiction remains permanently.

Live the Nightmare (Su): The Arch-Devil of Inspiration knows how to make the dreams of success turn into

failures. He also knows how to turn dreams against the dreamer.

Nine times per day, Haagenti can bring nightmares into flesh. This allows him to magnify adverse effects on the targeted creature while belittling beneficial effects. When used in this fashion, Live the Nightmare seems to cause all negative effects to function at maximum intensity for the next nine rounds. Thus, if a victim takes damage, he suffers the maximum amount of damage caused by the source; if the victim is forced to make a saving throw to avoid harm, he automatically fails. However, what the victim does not know is that these adverse effects are all in his imagination which now functions under Haagenti's control. Thus, real damage is rolled separately and that is truly what the victim suffers although he will not know this unless he makes a successful saving throw against Live the Nightmare. Conversely, Haagenti makes beneficial effects seem inconsequential to the victim; thus, healing spells seem to provide the lowest possible benefit, restorative magicks do not function at all and so on. Again, these effects truly work as normal save that the victim does not see it. As a result, a victim of Live the Nightmare may die from a poisoning against which he really saved; or the victim continues to lose hit points after a successful heal skill check (the victim does not have to be conscious to avoid Live the Nightmare power as it affects the soul, not the mind).

Live the Nightmare affects all creatures within 90-feet of Haagenti that fail a Will save DC 55.

The Presence of Hell (Su): Haagenti's Presence of Hell has a 1350-foot radius centered on himself, and all effects are as those cast by a 54th level sorcerer. The Will save DC is 55.

Regeneration (Ex): Haagenti takes normal damage from epic good-aligned silvered weapons, and from spells or effects with the good descriptor.

Shattered Dreams (Su): Haagenti knows all about the dreams that motivate beings. He knows well that most dreams are built upon the premise of things achieved and earned through hard work, perseverance, and luck. Haagenti knows how to tear down the qualities within beings that forge realities out of dreams.

Nine times per day, Haagenti can call on Shattered Dreams. This power extends in a 90 foot radius from Haagenti's person, possesses a Will saving throw DC 55, and actively affects creatures over nine rounds; those that fail their saves are permanently affected by Shattered Dreams. Shattered Dreams allows Haagenti to make the things gained in pursuit of one's dreams turn against the owner. This focuses on a character's most prized possession or on the most important element of the victim's life at the time; thus, a cleric in the heat of battle against undead may find his ability to turn them tarnished; the next day, while trying to heal allies, the same cleric finds that he cannot reach his deity. Furthermore, the most prized possession does not necessarily have to be an item; for one wizard it may be his ability to cast spells while for another it may be the ability to use a powerful magic item. A fighter swinging a sword would find himself incapable of attacking with the sword at all, while a rogue may not be able to climb walls for the duration of the effect. Minor or major artifacts are not affected by Shattered Dreams ability and always function properly.

Shattered Dreams can only be removed by a cleric of at least 31st level casting *miracle* followed by *remove curse*.

Spell-Like Abilities: At will - *animate dead, blasphemy, blur, charm monster, create undead, deeper darkness, delayed blast fireball, desecrate, detect chaos, detect good, detect chaos, detect magic, fear, flame strike, fireball, greater dispel magic, greater invisibility, greater teleport, magic circle against chaos, magic circle against good, major image, mass hold monster, mirage arcana, persistent image, polymorph, power word stun, produce flame, pyrotechnics, raise dead, read magic, suggestion, symbol of pain, telekinesis, unhallow, unholy aura, unholy blight, unhallow, wall of fire*; 3/day - *destruction, firestorm, meteor swarm*; 1/day - *hellball, implosion, wish*. Caster level 59th; DC 33 + spell level.

Possessions: Haagenti always carries an *amulet of the planes*, given to him untold years ago by a witless mortal. Otherwise, Haagenti has little reason to carry anything, although he has access to countless treasures within his realm, Dark Dawn.

Summoning Haagenti

The Dark Dreamer, though ostracized within Hell, is nonetheless one of the most sought after arch-devils in the Cosmos. Those who seek him are hell-bent on defining themselves as something greater and believe that Haagenti will fast track them along this path.

Such desires tend to grow over time. Something about such souls allows Haagenti to find them, watching, feeding upon, and eventually entering their dreams. Those along the path to dealing directly with the Dark Dreamer can sometimes be recognized by the way they live their lives: their waking hours are short, but taken up in fervent, single-minded pursuit of a particular thing, and dark circles ring around eyes that gleam with the spark of inspiration.

It is by dreams that these creatures learn how to summon Haagenti, sometimes by the apparition of Haagenti himself. The danger in this is that the Dark Dreamer does not teach those who seek him how to also protect themselves; such things must be discovered elsewhere.

Haagenti must be summoned during the quiet hours of the night. Incantations are whispered, never shouted, and the place of summons must be lit by lavender-scented candles. The inner of the two *magic circles* should be placed askew, smaller than usual and towards the west side of the outer *magic circle*. Those who have not been taught the protective aspects of summoning Haagenti will place the chief summoner on a bed in the center of the outer *magic circle*, close to the inner *circle*. At the height of the summoning, the summoner will fall into a deep sleep as Haagenti appears; the Arch-Devil of Inspiration will deal only with the sleeping creature. Since the chief summoner is within the outer *magic circle*, nothing prevents Haagenti from simply destroying the creature should he please – and such a threat can be used as a bargaining chip should guile not sufficiently serve the Dark Dreamer's purposes.

Better-prepared summoners will instead place a good-aligned humanoid within the outer *magic circle* as a sacrifice. Should said sacrifice have more than 18 Hit Dice, the summoner gains a +5 bonus when determining the success of the incantation. In any case, the humanoid must be bound to the bed and either magically or alchemically induced to sleep.

At the height of the incantation, images begin to appear within the inner *magic circle*. Such images vary

depending on the viewer, but invariably are a mix of people, places and events seen by the individual over the last nine days; those already steeped in evil will generally see horrible things, with a Will save DC 55 required to avoid becoming shaken. Non-evil summoners are more likely to see images that only enhance their desires to bargain with the Dark Dreamer. These images eventually shimmer and fade, so that Haagenti is revealed standing upon a swathe of vivid green lawn, while stars begin to appear and circle him. While most of the stars are blue-white, a single, malevolent red orb is the last to appear, and it moves swiftly to engulf and consume all the other stellar bodies. Haagenti watches this display, though he must have seen it many times before, with undisguised longing. Once the display is complete, the red star is about the size of Haagenti's head, and it thereafter orbits him throughout the encounter.

Haagenti does not rush through any bargains made, nor does he use threats to reach the desired end. He makes liberal use of illusion not to deceive so much as to show possible futures for potential clients, awakening their greed and passion for the path he offers. Many times the bargain is not complete when the summons ends, though the Arch-Devil of Inspiration tells such clients that he will contact them in their dreams.

At the end of the summons, the clouds that appear to move across Haagenti's skin begin to race as if before a furious wind. The light within the area flickers on and off, and the red star expands behind the Dark Dreamer, appearing soon thereafter to sink into the ground like a hellish sunset. Inky darkness fills the area, and Haagenti – along with the sleeping sacrifice – disappears in the midst of it. Those who summon Haagenti without a *summoning sanctuary* in place must make a Will save DC 55 or suffer *nightmares* every night from that time onwards. While evil creatures will generally dream of the consequences of crossing Haagenti (the Dark Dreamer has meted out some particularly exotic punishments over the eons), non-evil creatures merely dream and remember how much more vivid life was when Haagenti met with them, and will seek out narcotics in order to try and replicate the experience.

LIXER, Prince of Hell

Arch-Devil of the Undead

Archivist 15/Necromancer 3/True Necromancer 17
Medium Outsider (Augmented Humanoid, Evil, Extraplanar, Human, Lawful)

Divine Rank: 5

Symbol: A skull within a black pentagram on a purple field

Portfolio: Knowledge, Negative Energy, Undead

Cleric Alignments: LE, NE, LN

Domains: Death, Deathbound, Knowledge, Undeath

Favored Weapon: "*Eikonoklastos*" (rapier)

Hit Dice: 10d8 + 32d6 + 3d4 + 405 (689 hp)

Initiative: +11

Speed: 90 ft., fly 200 ft. (perfect)

Armor Class: 68 (+12 deflection, +11 Dexterity, +5 divine, +24 natural, +6 profane), touch 44, flat-footed 57

Base Attack/Grapple: +28/+43

Attack: *Eikonoklastos* +52 melee (1d6 + 19 plus unholy power/15-20/x2 plus unholy power)

Full Attack: *Eikonoklastos* +52/+47/+42 melee (1d6 + 19 plus unholy power /15-20/x2 plus unholy power)

Space/Reach: 5 ft./5 ft.

Special Attacks: Acidic blood, *call devils*, diabolical aura, domain powers, the Presence of Hell, rebuke undead, salient divine abilities, spell-like abilities, spells.

Special Qualities: Arch-devil Qualities, damage reduction 30/epic, good and silver, dark knowledge 8/day, Diabolical Prowess, divine aura (50 ft., DC 36), divine qualities, divine immunities, fast healing 5, immunity to acid, fire and cold, lore mastery, necromantic prowess, regeneration 18, resistance to electricity 25, spell resistance 59, still mind, zone of desecration (major)

Saves: Fort +40, Ref +34, Will +43

Abilities: Str 30, Dex 33, Con 28, Int 46, Wis 35, Cha 35

Skills: Balance +24, Bluff +64, Concentration +62, Decipher Script +73, Diplomacy +83 (+89 with evil beings), Disguise +30 (+36 acting), Escape Artist +29, Gather Information +71, Heal +65, Hide +29, Intimidate +70 (+76 against evil beings), Jump +44, Knowledge (arcana) +73, Knowledge (architecture and engineering) +71, Knowledge (history) +71, Knowledge (local - Sharnth) +73, Knowledge (nobility and royalty) +71, Knowledge (psionics) +71, Knowledge (religion) +73, Knowledge (the planes) +71, Listen +30, Move Silently +29, Ride +46, Search +71 (+77 with secret doors), Sense Motive +65, Spellcraft +105, Spot +30, Survival +17 (+23 on other planes, +23 tracking), Tumble +29, Use Rope +16 (+18 bindings)

Feats: Combat Expertise, Combat Reflexes, Corrupt Spell-like Ability^B, Craft Wondrous Item, Dark Speech^B, Extend Spell, Extra Turning^B, Fell Weaken, Fortify Spell, Greater Spell Focus (Necromancy), Greater Spell Penetration, Heighten Spell, Improved Critical (rapier), Persistent Spell, Scribe Scroll^B, Skill Focus (Spellcraft)^B, Spell Penetration

Epic Feats: Craft Epic Wondrous Item, Epic Evil Brand^B, Epic Skill Focus (Spellcraft), Epic Spell Focus (Necromancy), Epic Spell Penetration, Epic Spellcasting

Salient Divine Abilities: Arch-Devil of the Undead*, Automatic Metamagic (Fell Drain), Divine Corpse-crafter*, Divine Spellcasting, Extra Domain (Knowledge), Extra Domain (Undead)

Environment: Gloomfire, the Negative Energy Plane or Malsheem, Nessus, the Nine Hells of Perdition

Organization: Solitary (Unique)

Challenge Rating: 49

Treasure: Quadruple standard plus *The Eikonoklastos*

Alignment: Lawful Evil

The Overlord of Hell is a crafter of countless plans. Having waited in the infinite depths of darkness and infinite evil, Asmodeus has had an eternity to compose a myriad of plots and goals. While many of Asmodeus' plans are singular and independent of each other, others are intimately entwined in a stately dance, spinning towards an end only The Overlord can see. Like a master architect, Asmodeus has created countless designs that will allow his plans to fall into place one at a time, plans so insidious and complex that not even the greatest gods of knowledge can easily piece them together. The Overlord shares his plans with none (save perhaps Aes-

madeva). Not the other Lords of Perdition, his own Court, and not even with his own children. Indeed, some believe that the creation of his children are all part of some plot that will take shape in a future so dim that only gods of time can see possible outcomes. The creation of Lixer, the Prince of Hell, may well be one of the many keys Asmodeus has created to unlock the future he seeks to create.

Lixer, the Pale Prince of Hell, is the spawn of Asmodeus through a powerful mortal noblewoman. Relissa Trebonaris was a mighty infernal speaker and a baroness on a world known as Sharnth. At the pinnacle of her power as a dedicated servant of Hell, Relissa realized that her thirst for knowledge and rulership could not be accomplished through the strength of her own knowledge. Not even undeath would be good enough. So, in an act of desperation, Relissa considered and acquiesced to the unthinkable: she offered her body to The Overlord of Hell. It is believed that Relissa did what no other mortal in any world at any time dared to do: she summoned Asmodeus to the mortal coil of Sharnth. In an unspeakable ceremony and rite, before 27 cardinals of Asmodeus, vile blackguards, and other infernal speakers gathered from across her realm, Relissa gave herself to The Lord of the Nine. When the act was completed, Asmodeus promised Relissa that the knowledge gained would fulfill the great plans he had for her. As the dark seed within Relissa grew as a normal human child, so too did her knowledge and her command over the bodies and minds of her subjects strengthened. Her burgeoning power led her to overthrow rival baronies and lay waste to those in her barony who dared to challenge her. Yet, her dreams became more profound and dismal as time passed. By the end of her term, Relissa's dreams had taken her into the depths of Hell, into the past that Time long since devoured, and into the future Asmodeus had planned. So depraved was this final vision that preyed on her soul - which occurred at the beginning of her nine hours of labor - that Relissa went mad. Her nursemaids and midwives were driven from their queen by a terrible fear, leaving Relissa alone in darkness. As she died, Relissa fully realized the horror of The Overlord and her quest was fulfilled as her soul was consumed by the father of her first and only child. As Relissa's body died, so too did new life emerge from her fevered husk. Named Lixer by the disembodied voice of Asmodeus, the child was dubbed Prince of Hell by the sudden arrival of Martinet and Aesmadeva. Speaking for Asmodeus, Martinet granted custody of the prematurely intelligent child to Relissa's brother and adversary, Jarun, a powerful baron in a rival realm.

Lixer's childhood is shrouded in darkness. It is known that he was evil from the moment he bled from his mother's cadaver. He saw through the small minds of mortals and Outsiders. He could see into the very world of shadow and death. Lixer took to the study of magic - necromancy in particular - well and had power rivaling that of men twice his age by his 16th birthday. Before he was 18, Lixer had completely overpowered the minds and souls of his court. Jarun was spared domination by Lixer (probably due to Lixer's intent), and was able to raise an army to take what he believed was rightfully his. Through ingenious strategy, a willingness to kill thousands, and his own personal power, Lixer decimated his uncle's armies and captured his uncle alive. Lixer executed his uncle himself, using his magic to pull every single bone from Jarun's body. Lixer then pun-

ished Jarun fully by turning him into the first of his Thirteen, undead warriors who cannot help but obey their dreaded master. Lixer assumed control of his uncle's barony and his evil spread across Sharnth like a great, bloody cloak. In short order, as he wiped out adversaries (turning the greatest into the rest of his Thirteen), Lixer forged the mighty Narqian Empire (named after an ancient ancestor). For over 999 years now, Lixer the Scion-Emperor has ruled the empire, contesting the other lands of Sharnth throw his vile, organized evil. Many in Sharnth, including the powerful Lucent Hand and their leader, Athern, count Lixer as the most vile being in Creation.

It is unclear how long Lixer knew of his heritage. Most believe that he has been aware of his father ever since his conception. It is known that upon taking control of Narq that Lixer commanded all of his citizens to worship the Powers of Hell, Asmodeus above and beyond all others. So total is Lixer's dedication to Hell that he weaved ancient and terrible magicks into the very soil, causing all who die in his empire to be condemned in Hell for 999 years after their deaths. Upon the completion of this act, Lixer was physically transported to Nessus wherein before the Gathering of Perdition he was recognized by Asmodeus as his only son and the Prince of Hell. Equal in rank to his half-sister, Glasya, Asmodeus announced that his two offspring would rule in his stead should anything ever happen to him. In a painful process, Asmodeus purged his son of his mortal physiology and remade his physical nature as a devil, finally allowing his external nature to match his decrepit soul. Still, Lixer is perceived by the Lords of the Nine and by Glasya as a mongrel and half-breed unworthy of his status; however, none are foolish enough to contest Asmodeus and all know that Lixer - in spite of his origins - is easy a match for them.

The Pale Prince is the mightiest necromancer in Hell. Indeed, he is ranked as one of the greatest powers over undeath in the Cosmos, his name often mentioned in the same breath as Orcus, the Demon Prince of the Undead. Lixer has found ways to bind negative energy to devils in a manner transcending that of even Mephistopheles. But undeath is just a means to an end to Lixer. Lixer knows that even beings such as himself can be destroyed and he seeks mastery over not just death, but over Oblivion. Lixer represents the desire of rulership and command that extends into the life beyond. In Lixer, tyrants see their rule lasting eternally, their beliefs and their power dragging on time like spiked chains. Lixer's rule is dedicated to an everlasting empire in which his law is Right and all those opposed to it are not just crushed, but forced to accept his rule if not in life, then in unlife. Lixer's is the way of war, intellect, and cold efficiency. He is not fond of subtlety and intrigue, tending to frown upon those too cowardly to confront him directly. Still, Lixer is an expert plotter and, like his father, tends to have multiple plans working simultaneously. Lixer's is one of the greatest minds in Hell and he is not modest about this fact. One of his greatest weaknesses is his arrogance; Lixer seems incapable of admitting when he is out of his depth. Still, Lixer learns quickly and believes that his arrogance actually serves as a shield, allowing him to lull his enemies into a false sense of security.

Lixer spends most his time in The Gloomfire in Nessus. He allows a *simulacrum* to rule his empire in most cases as his desires now transcend Sharnth. In Negation,

his tertiary realm in the Plane of Oblivion, Lixer seeks to solidify his power over undeath. Indeed, this is his primary goal as he believes that he is destined to take command of undeath. Lixer counts Orcus as his primary adversary. It is unclear as to when Lixer came to this conclusion, although it is known that he has battled against the forces of The Goat since before his apotheosis. Lixer frowns upon the madness and blind hatred Orcus represents, believing that such power over negative energy belongs in the hands of one who knows how to manipulate it properly. So far, Lixer has demanded that he deal with the Demon Prince of the Undead on his own, ignoring offers from his father and other Peers of Perdition for aid. The war between Lixer and Orcus has become very personal for Lixer, who believes that his victory over a demon prince is a reflection of his own personal power. Orcus, for his part, feels a loathing for Lixer that rivals his hatred for Demogorgon and Graz'zt.

In Hell, Lixer has historically been subtly ostracized by arch-devils and the Lords of the Nine. However, as his successes across the Cosmos have grown, all are forced to grudgingly admit his prowess. He has found himself invited to meet at court with both Mephistopheles and Dispat. This direction, from two of the "classic" Lords, suggests that Lixer is perceived as a "devil true" rather than a mortal at this point. Of course, it is equally likely that both Lords wish to eventually subsume some - if not all - of Lixer's portfolios. While Mephistopheles would value Lixer's knowledge, Dispat could benefit from identification with eternal stability represented through undeath. Lixer is well aware of the risks he takes with the two oldest Lords, but knows that he needs allies and that these two are certainly powerful ones. On the other hand, Lixer has made the canny decision not to needlessly antagonize the Fallen. Beelzebub has been forced to react to Mephistopheles' wooing of the Pale Prince and treats with him as opportunity allows. Belial has yet to open official channels, although he has sent Gazra on occasion to The Gloomfire. The other Lords tend to ignore Lixer... All but Bael. Bael and Lixer detest each other. Relative newcomers to their respective positions, each feels threatened by the other. Indeed, Bael has regularly questioned Lixer's status in Hell. So far, Lixer has shrugged off Bael's insolence, but has done much to sabotage the Warlord's alliances with mortal agents across the Cosmos. Aside from the Lords, the only other alliances Lixer has established are those with Merorem and Glasya. Merorem, one of the oldest arch-devils and master of the Darkwinds of Time, seems to have an odd interest in Lixer that may stem from something the Grand Duke of the Ebon Gale has seen regarding Lixer's possible future. Still, Merorem takes every opportunity remind Lixer the truth of Hell and has no qualms about embarrassing the Pale Prince so long as he does not anger The Overlord.

Lixer and Glasya seem to completely despise each other. Glasya perceives him as an unworthy ant, while Lixer views his sister as a worthless harlot. Their relationship is complex; Lixer represents the logical appeal of Law and Evil while Glasya the emotional. There is certainly no love shared between the two and their rivalry is fierce. However, the two have been know - for reasons inexplicable - to eliminate plots and threats to each other. For Lixer's part, he believes that none but he should orchestrate the destruction of Glasya, thereby revealing to Asmodeus his right to be the sole heir to the Serpent's Throne. Indeed, this rivalry has made both

Lixer and Glasya very productive in Asmodeus' eyes, ensuring that they both perform to their utmost in their attempt to impress him.

Lixer still considers the Lucent Hand, having ascended into the Realms Above as Kerubim, enemies of the highest order. In particularly, Lixer seeks the permanent removal of Athern, Seraph of the Celestial Moon. At one point in recent history, Lixer orchestrated the capture and decimation of the Lucent Hand and even had the pleasure of torturing Athern. Still, although Athern escaped and has fouled many of Lixer's plans, the Scion-Emperor cannot help but respect the Seraph of the Celestial Moon - although he will not hesitate to kill him immediately if their next meeting allows.

Finally, Lixer has a very secret relationship with the Dark Prince of The Abyss, Graz'zt. The depths of this alliance, known only to the Order of the Lie and Asmodeus in Hell, is unknown; however, it is likely that whatever bargain has been struck between these two monsters is based upon a mutual hatred for Orcus. Still, Lixer does not trust Graz'zt in any sense of the word and looks forward to the day he can end their agreement and the demon prince's existence.

Lixer is loyal to his father, but only to the extent that he realizes his own authority derives partially from that of Asmodeus. Unlike his sister, Lixer's jade heart is far too cold to feel any emotion so mortal as fear. Yet, at the same time, he is more than intelligent enough to realize the limitations of his freedoms and to observe them. The Overlord allows his son to test the limits of his chain; to Asmodeus, Lixer is his only other offspring and it is only fitting he should seek to rule. This should not be taken to convey any love of his son of the part of the King of Hell for Asmodeus is incapable of such an emotion; his children are only valued by him in terms of his own pride and lust for power.

Lixer appears as a tall, slender man with an incredibly regal bearing. His entire body is a glimmering marble with hints of violet. His large eyes glow a rich purple and his hair is dark and feathered. A pair of small horns adorn his forehead, and large feathered wings - black as night - spread from his broad back. Lixer tends to dress in stylish, black leather gowns with high collars. He rarely smiles, but it is known that he has a pair of small fangs and that his tongue is forked. Lixer's angular face bears a look of perpetual contempt, and his voice is little better. In addition to various purple stones on his fingers, Lixer always wears an amethyst crown and carries a single weapon, a rapier that seems to be forged of pure darkness.

Combat

Assuming Lixer feels significantly threatened by his opposition, he will initiate combat with a barrage of five powerful necromantic spells, which can all be cast as free actions. If his opponents appear badly injured by this onslaught, the Prince of Hell will cast *transformation* and enter melee in preparation to make a full attack the next round.

If his opponents appear unfazed by this barrage of necromantic magic, the Arch-Devil of the Undead will cast *hellball* and then take to the air, ascending some 200 feet. If his opponents appear particularly vulnerable to a specific energy type, Lixer will use divine spells to target their weaknesses.

If his opponents continue to appear relatively intact,

the Pale Prince will flee next round via his *greater teleport*, returning at a later date after researching his enemies' weaknesses and preparing the appropriate spells. If prevented from fleeing either by *greater teleport* or by air, Lixer will *call devils* in an attempt to swarm his enemies and will seek to escape combat at the first opportunity.

Acidic Blood (Ex): When wounded by a piercing or slashing attack, Lixer's blood sprays outward in a 5 foot cone, dealing 2d6 points of acid damage to all in range; there is no save against this ability. Creatures that do not spend a move equivalent action to get the blood off them suffer another 2d6 points of acid damage the following round.

Alter Reality: Lixer exerts a considerable measure of control over reality itself, and his presence can command the very essence of the world around him. This warping of reality manifested in a number of ways. Lixer can use limited wish when doing so could help him to command negative energy, break spirits, or gain knowledge. Note that in the situation where Lixer and another deity both try to Alter Reality in opposition to each other, an opposed rank check may be necessary to determine how reality is actually altered.

As a free action, Lixer can assume any size from Tiny to Huge. He also can change the size of up to 100 pounds of objects he touches. Lixer's Strength, Armor Class, attack bonus, and damage dealt with weapons changes according to the size the deity assumes. Lixer's Strength score can never be reduced to less than 1 through this ability. Also note that use of this divine ability does not affect all the Lixer' characteristics.

Arch-Devil of the Undead (unique salient divine ability): In spite of his diabolical heritage, the Prince of Hell has taken it upon himself to draw on the potency of negative energy. More than any other devil in Hell, Lixer commands authority and respect over undeath, allowing him to rival the greatest gods associated with the curse of undeath, not to mention the infamous Demon Prince of the Undead, Orcus. Lixer can automatically command or destroy any undead creature with 49 or less hit dice, as desired, as a swift action up to nine times a day (this counts against his normal limit of swift actions per round). Lixer can command no more than 9 undead creatures at any one time in this manner. Lixer gains a +9 bonus on rank checks dealing with the control of undead.

In addition, Lixer possesses the ability to rebuke/command undead as a 27th level evil cleric. He gains a +6 synergy bonus on turn/rebuke checks due to his ranks in Knowledge (religion).

Furthermore, Lixer's study of negative energy and Undeath has brought him closer than any other Devil in known history to combining aspects of the diabolical with oblivion. Lixer has taken on a variety of undead traits. The Prince of Hell is immune to death effects and he is not subject to critical hits, non-lethal damage, or exhaustion and fatigue effects. Lixer is immune to any effect that requires a Fortitude save unless the effect also works on objects or is harmless. Finally, Lixer is never at risk of death from massive damage, but when he is reduced to 0 hit points or less, he is immediately dispersed (or, if in Nessus, destroyed). Because these immunities are derived from a negative energy source, rank checks are not effective against penetrating them, although special abilities that harm undead are.

Lixer's immersion into the arts associated with negative energy did not come free, however. Especially pow-

erful mortals (and mortals only for some reason likely associated with his heritage) can attempt to turn or rebuke him. Any good-aligned divine caster can attempt to turn Lixer as if he were undead. Any non-evil divine caster can attempt to rebuke Lixer as if he were undead. Lixer possesses a turn resistance of +9 and he is never at risk of being controlled or destroyed. In recent years, Lixer has found the means to ignore rebuke and command attempts by evil-aligned divine casters.

Call Devils (Sp): As a standard action Lixer can attempt to *call devils*. He may attempt to *call* up to six times a day, 3 pit fiends, 9 cornugons or gelugons, or 18 of any lesser type of devil. Since these devils are *called*, they have the ability to *summon* other devils as their Monster Manual descriptions allow. Lixer also commands more powerful devils than average; those *called* by Lixer possess double their normal HD. As the Prince of Hell, Lixer is not restricted in his ability to *call devils*, as outcasts are. No devil is stupid or crazy enough to risk offending him or his dreaded father. There are persistent rumors that Lixer has the ability to *call* on his father as well. Whether or not Asmodeus can (or will) actually to assist him is unknown, but to draw his attention in any fashion is probably fatal at best for those who offended or threatened his son.

Diabolical Aura (Ex): Lixer's Diabolical Aura can be ignored on a successful Will save DC 48.

Divine Corpsecrafter (New Salient Divine Ability): Undead raised or created by Lixer's necromancy gain a +5 bonus to strength and +5 hit points per hit die. They gain +5 natural armor, +5 turn resistance, +5 initiative, deal +5d6 points of cold damage with their natural weapons and have a +25 foot enhancement bonus to their movement speed. (Such undead when encountered without Lixer would have a CR of +1 or +2.)

Divine Immunities: Lixer is immune to ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, *sleep*, stunning, and transmutation. Interestingly, perhaps due to his diabolical heritage, Lixer is not immune to banishment or imprisonment.

Domain Powers: 5/day death touch (roll 5d6; if subject touched does not have at least that many hit points, it dies); improved limit for controlling spell animated undead; all knowledge spells are class skills; Extra Turning as a bonus feat; all divination, evil or law spells cast at +1 caster level.

Necromantic Prowess (Ex): Lixer has a +5 caster level bonus when casting necromancy spells or spell-like abilities.

The Presence of Hell (Su): Lixer's Presence of Hell has a 1,350 foot radius, and all effects are as those cast by a 42nd level sorcerer.

Smite Good (Su): Once per day Lixer may make a normal melee attack that deals 45 points of additional damage to a good creature.

Spell-Like Abilities: At will - *animate dead*, *avascular mass**, *avascular**, *awaken undead**, *blade of pain and fear**, *blasphemy*, *calm emotions*, *cause fear*, *change self*, *charm monster*, *chill of the grave**, *circle of death*, *clairaudience/clairvoyance*, *control undead*, *create greater undead*, *create undead*, *death knell*, *death ward*, *deeper darkness*, *delayed blast fireball*, *deseccate*, *destruction*, *detect chaos*, *detect good*, *detect magic*, *detect secret doors*, *detect thoughts*, *detect undead*, *dictum*, *discern location*, *dispel chaos*, *dispel good*, *divination*,

energy drain, *fangs of the vampire king**, *find the path*, *flame strike*, *foresight*, *greater dispel magic*, *greater invisibility*, *greater teleport*, *hold monster*, *legend lore*, *magic circle against chaos*, *magic circle against good*, *mass holy monster*, *mirage arcana*, *order's wrath*, *persistent image*, *plane shift*, *polymorph*, *protection from chaos*, *protection from good*, *power word stun*, *raise dead*, *revive undead**, *shield of law*, *slay living*, *suggestion*, *summon monster IX* (Lawful or Evil only), *symbol of pain*, *true seeing*, *unhallow*, *unholy aura*, *unholy blight*, *wail of the banshee*, *wall of fire*, *wither limb**; 3/day - *destruction*, *devil's eye***, *firestorm*, *hellfire storm***, *liquid pain***, *meteor swarm*, *soul shackles***; 2/day - *create greater undead*, *horrid wilting*; 1/day - *bestow greater curse**, *energy drain*, *evil weather***, *hellball*, *wish*; 1/month - *eternity of torture*. Caster level 54th; DC 32 + spell level (Caster level 59th; DC 34 + spell level for Necromancy spells)

As a demigod, Lixer has access to the Death, Deathbound, Evil, Knowledge, Law and Undeath domains in addition to spell-like granted by the Arch-Devil and marquis half-fiend templates.

Spells (archivist): Spells per day: (Levels 0-10) 4/8/8/8/8/7/7/7/6/2/2/2; caster level 46th; DC 38 + spell level (caster level 51st; DC 40 for necromantic spells).

Spells (necromancer): Spells per day: (Levels 0-18) 4/10/10/9/9/9/8/8/8/5/4/4/4/4/3/3/3/3; caster level 34th; DC 38 + spell level (caster level 39th; DC 40 + spell level for necromantic spells). Prohibited schools- Evocation and Illusion. Typical spells prepared: 0th - *arcane mark*, *mage hand*, *prestidigitation*, *slash tongue*, *touch of fatigue*; 1st - *alarm*, *ectoplasmic armor*, *identify*, *obscuring mist*, *ray of enfeeblement* (x2), *reduce person*, *seething eyebane*, *shield*, *summon undead I*; 2nd - *alter self*, *fox's cunning*, *ghoul glyph*, *locate object*, *sap strength*, *shriveling*, *slow consumption*, *summon undead II*, *unheavened*, *touch of idiocy*; 3rd - *absorb mind*, *blink*, *eyes of the zombie*, *glimpse of truth*, *love's pain*, *nondetection*, *red fester*, *summon undead III*, *vampiric touch*; 4th - *assay resistance*, *bestow curse*, *black tentacles*, *burning blood*, *enervation* (x2), *grim revenge*, *psychic poison*, *wrack*; 5th - *extended scrying*, *feeblemind*, *mind fog*, *night's caress*, *power leech*, *prying eyes*, *soul shackles*, *vitriolic sphere* (x2); 6th - *circle of death*, *disintegrate*, *fell weaken vitriolic sphere*, *globe of invulnerability* (x2), *repulsion*, *revive undead*, *transfix*, *transformation*; 7th - *chain of sorrow*, *energy ebb*, *finger of death*, *greater scrying* (x2), *sequester*, *vision*, *waves of exhaustion*; 8th - *blackfire*, *greater anticipate teleportation*, *gutwrench*, *flensing*, *horrid wilting* (x2), *moment of prescience*, *rapture of rupture*; 9th - *absorption*, *foresight*, *mindrape*, *programmed amnesia*, *reaving dispel*, *soul bind*, *time stop*, *vile death*; 10th - *extended dominate monster*, *extended prismatic sphere*, *extended sphere of ultimate destruction*; 11th - *fortified* (x3) *bestow greater curse* (x2), *extended fortified* (x2) *plague of nightmares* (x2); 12th - *fortified* (x4) *blackfire*, *fortified* (x4) *gutwrench* (x2), *fortified* (x7) *refusal*; 13th - *fortified* (x6) *finger of death*, *fortified* (x9) *orb of cold*, *fortified* (x9) *orb of electricity*, *fortified* (x9) *orb of fire*; 14th - *fortified* (x10) *blast of flame*, *fortified* (x6) *flensing* (x2), *fortified* (x5) *mindrape*; 15th - *fortified* (x7) *horrid wilting* (x3); 16th - *fell weaken fortified* (x8) *finger of death* (x3); 17th - *fell weaken fortified* (x12) *orb of force* (x2), *fell weaken fortified* (x11) *orb of sound*; 18th - *fell weaken fortified* (x13) *burning blood*, *fell weaken fortified* (x9) *horrid*

wilting, fell weaken fortified (x12) vitriolic sphere.

As Prince of Hell, Lixer's prayerbooks and spellbooks collectively contain every spell in the Player's Handbook, the Book of Vile Darkness, and the Spell Compendium, save those from his prohibited schools. He has invented several unique and personal spells as well, known only to him and a few of his favored subordinates.

Epic archivist spells per day: 4

Epic wizard spells per day: 4

Epic spells known: *animus blizzard, eclipse, eidolon, epic spell turning, greater epic mage armor, greater ruin, momento mori, tyranny.*

Zone of Desecration: An aura of negative energy surrounds Lixer with a radius of 150 feet. This produces the effects of a *desecrate* spell that only affects allied undead.

Other Divine Powers

As a demigod, Lixer treats a 1 on an attack roll or saving throw normally and not as an automatic failure. He is immortal. The only way for him to die is through special circumstances, usually by being slain in magical or physical combat. Lixer risks permanent destruction only if slain on Nessus and provided the attacker succeeds at a rank check. Otherwise, he reforms within Gloomfire after 45 years.

Automatic Actions: Lixer can use any Intelligence-based skill, or any skill that deals with arcane knowledge, as an immediate action if the DC for the task is 15 or lower. Lixer can also cast any Necromancy spell as a swift action. To use a skill in this way, Lixer must have ranks in the skill, or the skill must be usable untrained. Lixer cannot do anything as an automatic action if the task would involve actual movement. Lixer can perform up to two swift actions each round.

Create Magic Items: Lixer can create any wondrous item with a necromantic effect so long as it does not exceed 4,500 gp.

Portfolio Sense: Lixer is aware of any act of callous evil motivated by a lust for knowledge that involves one thousand or more people. He is also aware of any organized effort to manipulate negative energy or undead beings if the effort involves one thousand or more people.

Senses: Lixer can see, hear, touch, and smell at a distance of five miles. As a standard action, he can perceive anything within five miles of his servants or "worshippers," holy sites, objects, or any location where one his titles or name was spoken in the last hour. He can extend his senses to up to two locations at once. He can block the sensing powers of deities or cosmic entities at up to two remote locations at once for five hours with a successful rank check.

The Eikonoklastos (Major Artifact)

The Eikonoklastos is an ancient artifact of unknown origin. It was excavated from the Nessian rocks by Aesmadeva and The Ashmadia during the rule of Lucifer the Satan during the Days of Antiquity. It is somewhat of a misnomer to call *The Eikonoklastos* a "blade;" *The Eikonoklastos* is a made from pure, lawful energy that has the ability to transmute into any simple or martial weapon best suited to the current wielder. The likes of Leonar and Mephistopheles believe that it is older than the current configuration of the Cosmos, further suggesting that something existed in Hell before the arrival of the devils. One thing is certain: *The Eikonoklastos* is both Lawful and very Evil.

The Eikonoklastos is exceptionally powerful, espe-

cially when used against beings empowered by belief. Interestingly, it has no effect on the Circle of Three (The Overlord, The Progenitor, and The Supreme Virtue) and those who have gained divinity from them. However, gods and divine beings worshipped by mortals are susceptible to The Blade's powers.

Regardless of its assumed shape, *The Eikonoklastos*'s properties are always the same. It is a +9 *soul-drinking, unholy weapon* with the *dread* enhancement against divine spellcasters. According to Lixer, the *dread* effect does not extend to those that worship Lixer, Glasya, Asmodeus, or the Lords of the Nine; it is unclear if he has tested this theory.

When used against a god, *The Eikonoklastos* behaves as a +9 unholy power weapon with an additional +1 enhancement per divine rank of the divine target. Additionally, the wielder may invoke the following powers:

Strike the Divine: 9/day, *The Eikonoklastos* may automatically penetrate a god's damage reduction.

Smite the Divine: 9/week, *The Eikonoklastos* may ignore a god's divine bonus to armor and deflection bonus to armor class (this only applies to those bonuses accrued through divine rank).

Sever the Divine: 9/year, a successful strike from *The Eikonoklastos* drains 1d6 divine ranks from a god; a successful opposed rank check (*The Eikonoklastos* has a +18 on this initial check, and neither the god nor it gains a bonus for divine strata) negates this effect. Twenty-four hours later, an affected god must make a second opposed rank check (*The Eikonoklastos* has a +9 on this secondary check, and neither the god nor it gains a bonus for divine strata) or permanently lose the divine ranks.

Temporary loss of divine rank lowers a deity's bonuses derived from that rank, may render some salient divine abilities unusable, and reduces the deity's control over his portfolio, realm, and the like. If the deity permanently loses ranks, he must sacrifice surplus salient divine abilities. No god can be reduced to a divine rank below 0.

When wielded by the Pale Prince, *The Eikonoklastos* takes the shape of a rapier with a blade of pure darkness.

Summoning Lixer

The Prince of Hell is very particular about environment and sacrifices for his summons. The summoning must take place in a chamber within which have been placed the corpses of at least 13 sentient creatures. Lixer prefers chambers that are the tombs or mausoleums of nobles and kings and has been known to ignore summons not in such areas. Furthermore, an offering of ground black sapphires with a combined value of not less than 5000 gp must be placed in the center of the chamber. Finally, the ceremony must take place in total (including magical) darkness.

Upon successful completion of the summons, an icy wind will cut through the chamber, forcing the ground sapphires into the air where they combusts with a violet flame, illuminating the chamber. This purple fire will return to the center of the room, revealing the form of the Arch-Devil of the Undead.

The primary challenge with summoning the Scion-Emperor lies in the fact that Lixer refuses to deal with any mortal who does not possess what he deems to be the "necessary" intellect. Indeed, it is probable that establishing any agreement or arrangement with Lixer will require numerous summoning attempts. As far as the

Prince of Hell is concerned, those who wish to parley with his person must be truly powerful individuals not only capable of showing more intelligence than most mortal apes but also have the ability to afford his presence.

In the initial summons, Lixer will want the summoner to prove that his intellect is worthy of the Prince of Hell's presence. The Scion-Emperor will make obscure references to subjects such as advanced necromancy, ancient history, and/or planar geography. The summoner must acquit himself well by succeeding in a DC 48 Intelligence check (the summoner receives a +2 bonus for every Knowledge skill in which he has 5 or more ranks, this bonus increasing by +2 for every additional 20 ranks the summoner has in any knowledge skill, as per epic synergy bonuses) on at least five questions related to one of the above topics. Lixer pointedly ignores any questions asked of or comments made to his person until his questions are answered. He is in no way conversational and offers his questions in a blunt manner, like that of a grave instructor before a pathetic student. If the summoner fails to accurately answer more than three questions, Lixer will end the summons immediately, uttering some scathing remark about the summoner's existence in his wake. Each answer counts as five rounds worth of activity. In the time remaining during a successful summons, Lixer will bid the summoner to ask one question related to the business of the summons. Unless the summoner was able to answer every question accurately, Lixer will respond to the request with a long answer that reveals very little other than the summoner's ignorance. Then Lixer will depart, suggesting that the summoner prepare himself appropriately for future summons.

If the summoner answered all questions satisfactorily and enters into bargaining with the Arch-Devil of the Undead, Lixer will offer curt answers, all the while observing the summoners' reactions. Lixer will continue to tete a tete for the remainder of the summons, agreeing to nothing and requiring that at least one more summons takes place within nine days.

In the second summons, Lixer will again require accurate questions to at least five questions. If in the initial summons, the summoner missed one or two answers, Lixer will add one or two additional questions. These additional questions are always related to the summoner's personal life and aspirations as the Prince of Hell begins to seek out bargaining chips. In any event, the summoner must successfully answer at least five questions. If he fails in any question, Lixer will immediately depart in a conflagration of purple flames, never to again respond to the summoner's call.

If the summoner satisfies Lixer's questions, the Prince of Hell will continue with the bargaining, although at this point, Lixer spends a lot of time asking questions to glean anything useful from the summoner. If Lixer discovers that there is nothing of value that the summoner can offer, he will allow the remainder of the summons to expire and will return to The Gloomfire, commanding the summoner to not attempt to parley with him for at least five years or suffer Hell's wrath.

Based on his assessment of his summoner's usefulness gleaned from the previous stage, Lixer will either work to secure his summoner more power in exchange for future unspecified "favors" or play for time in the hope of trading any information gained to the summoner's rivals. His Infernal Highness will be more interested in quality than quantity of any souls gained, preferring

those that are both intelligent and magically able. If offered neither favors nor souls, he may accept new epic necromancy spells as a substitute.

It takes a lot for Lixer to try tearing down the barriers around the summoning circle. Really, only a grave insult on his station (like suggesting that he is a bastard child of Asmodeus and not a true Heir of Hell) will prompt Lixer to bother. In the event that Lixer escapes the bindings, he will interrogate his summoner either before or after death in an attempt to extract any information that might recompense him for his inconvenience. In most cases, he will seek to return to his demesne with the souls of those who offended him.

When Lixer returns to Hell, his form will burst into heatless black flames and implode into the center of the summoning area where a gaping rift of negative energy will appear. The thirteen corpses will rise from their slumber and will march into the rift. Not only will the area of the summons be considered *desecrated* for the next nine hours, those who summoned Lixer must succeed a Will save DC 48 or feel emotionally deadened (suffering from the effects of *calm*).

MEROREM the Darkwind Grand Duke of the Ebon Gale

"Prince of the Powers of the Air"

Nomad 15/Elocator 10

Large Outsider (Abomination, Evil, Extraplanar, Lawful, Psionic)

Symbol: A silver hour glass on a black inverted triangle

Hit Dice: 50d8 + 15d4 + 10d6 + 666 (1,186hp)

Initiative: +16 (+8 Dexterity, +8 Superior Initiative)

Speed: 120 ft., fly 240 ft. (perfect)

Armor Class: 72 (-1 size, +14 deflection, +8 Dexterity, +34 natural, +6 profane), touch 38, flat footed 72

Base Attack/Grapple: +63/+83

Attack: *Paradagrim* +84 melee (2d6+22 and 2d4 negative levels 19-20/x2) or claw +78 melee (4d6+16+1 vile) or *Eternal Regret* +76 ranged (1d6+21+1 Con and fleshgrinding 19-20/x2 and *teleportation*)

Full Attack: *Paradagrim* +84/+79/+74/+69 melee (2d6+22 and 2d4 negative levels 19-20/x2) and claw +76 melee (4d6+8+1 vile) and 4 wings +76 melee (3d6+8+1 vile) or *Eternal Regret* +76/+71/+66/+61 ranged (1d6+21+1 Con and fleshgrinding 19-20/x2 and *teleportation*) or 2 claws +78 melee (4d6+16+1 vile) and 4 wings +76 melee (3d6+8+1 vile)

Space/Reach: 10 ft. / 10 ft.

Special Attacks: *Call devils, call servants of the wind*, Dark Winds, diabolical aura, dimension spring attack, flanker, opportunistic strike +6, psionic powers, Presence of Hell, spell-like abilities

Special Qualities: Abomination traits, accelerated action, arch-devil qualities, blindsight 500 ft., capricious step, damage reduction 30/epic, good and silver, dark-vision 60 ft., Diabolical Prowess, dimension step, divine immunities, immunity to fire and poison, *non-detection*, regeneration 18, resistance to acid 30 and cold 30, see in darkness, scorn earth, spell resistance 79, telepathy 1,000 ft., Temporal Mastery, transporter, Winds of Time

Saves: Fort +48, Ref +47, Will +54

Abilities: Str 43, Dex 26, Con 28, Int 40, Wis 40, Cha 39

Skills: Autohypnosis +85, Balance +16, Bluff +79, Concentration +87, Diplomacy +95 (+101 with evil creatures), Disguise +72 (+80 when acting in character), Escape Artist +71, Forgery +75, Gather Information +84, Hide +62, Intimidate +79 (+85 against evil creatures), Jump +61, Knowledge (arcana) +88, Knowledge (psionics) +101, Knowledge (religion) +88, Knowledge (the planes) +88, Listen +80, Move Silently +71, Perform (oratory) +79, Psicraft +101 (+109 when addressing power stones), Sense Motive +85, Spellcraft +83, Spot +80, Survival +16 (+24 on other planes), Tumble +76, Use Magic Device +72 (+80 using scrolls), Use Psionic Device +87 (+95 using power stones), Use Rope +8 (+16 involving bindings)

Feats: Burrowing Power, Combat Expertise, Corrupt Spell-like Ability ^B, Craft Psionic Weapons and Armor, Craft Universal Item, Dark Speech ^B, Delay Power, Flyby Attack, Improved Combat Expertise, Improved Disarm, Improved Initiative, Improved Natural Attack (wings), Improved Sunder, Malign Spell Focus, Maximize Power, Multiattack, Psionic Meditation, Quicken Power, Quicken Spell-like Ability (*destruction*), Power Attack, Sidestep Charge, Vile Natural Attack, Violate Spell-like Ability, Violate Power

Epic Feats: Craft Epic Universal Item, Epic Evil Brand ^B, Epic Manifestation, Epic Skill Focus (Bluff), Spell Stowaway (*time stop*), Spell Stowaway (*wish*), Superior Initiative

Environment: Dis, Second of the Nine Hells of Perdition

Organization: Solitary (Unique)

Challenge Rating: 53

Treasure: Quadruple Standard

Alignment: Lawful Evil

The demand of Hell's law goes beyond merely enslaving mortals to eternal torture. It pulls on every other institution of Law in the multiverse, demanding that they bow to the true Law of Tyranny. The laws of magic, the laws of war...and even the Law of Time.

Merorem is an extremely old arch-devil, although due to his time warping ways, none can be sure when exactly he appeared on the scene in Hell. Scholars place him in Hell as far back as Lucifer's rule of Perdition, as a minor power in Avernus, leading a small army in the *Blood War*. The next references to Merorem place him in Cania, as a vassal of Mephistopheles, not long after Asmodeus had taken the throne of Hell. An incident with the traitorous pit fiend Astaroth there led to his estrangement from Cania, and Merorem disappeared from Hell's history for eons. Not long after the Great Fall though, he resurfaced, with a new title, The Darkwind, and a new patron, Dispat. Since then, he has been a major power in Dis, holding a keep named Ebon Gale on the outskirts of the metropolis.

Merorem holds the portfolios of Wind and History within Hell. Both are fluid entities, constantly changing, full of chaos. Merorem seeks to end that chaos, to crush that change, to order the fluidness. His powers over time and history allow him to correct the mistakes of the past, to alter the present, and to ensure the future always holds a place for him. Heroes never born of a murdered mother, prophecies of hope left unspoken by their authors, this is the work of Merorem. There is nothing

more important than furthering the tyranny of Hell to him. All Law everywhere must conform.

Merorem's one weakness is the Princess Glasya. She has woven enchantments beyond mere magic into his mind, and torments him shamelessly. His lust for her drives him to a frenzy, and yet somehow he has managed to keep this knowledge from Hell at large. His current liege, Dispat, would likely destroy him were he to show such a lack of control, or perhaps from jealousy. Even more ominous is the Princess' father, King Asmodeus. The Darkwind knows all too well he cannot afford to risk his position for a base coupling, and yet in her presence, all logic vanishes. Her power and aura is intoxicating to him in ways that words cannot adequately describe. He longs to make her his own, to use her until she is no more, and to make her suffer the desires that torment his own being. It is a state beyond mere lust. Hellish love would be a more adequate description, although the twisted and evil passion of Merorem would hardly be classified as "love" by an outsider.

Merorem has multiple relationships throughout Hell. He is, of course, on excellent terms with the Dukes of Dis, and does not hesitate to assist them when he can. The Courts of Avernus also welcome him, for his reputation as a warrior has not faded with time. As a power before the institution of the Dark Ministry, he carries a degree of stature that few of the current soldiers of Hell can claim. He aids Abigor on occasion with information from impending battles, which is a resource more valued than troops at times. His own penchant for creating weaponry gives him a rapport with Malphas, although even he admits that the Duke's talents far exceed his own in that area. Mammon's courts are left alone by Merorem, who has little use for any form of material wealth. Belial and Fierana both arouse Merorem, yet he will not partake in their "pleasures." To do so would eliminate his base of established allies, and so he refrains. The courts of Leviathan and Malbolge offer even less than Minauros' to the Prince of the Power of the Air, and so are rarely dealt with by him.

Merorem's relationship with Beelzebub is many layered. On the surface, the two are enemies, for Merorem is allied with his primary foes. When one digs deeper however, a relationship of mutual interest is found. Never directly, of course, but through agents of agents, the two have been allies nearly since the Fall. Merorem has shown Beelzebub two possible futures that interest the Lord of the Seventh very much. The first is that of the Lord of the Flies sitting on the Serpent's Throne, his former beauty restored. The second is even more incredible. Beelzebub, Virtue of the Seventh Heaven, Master of Perfection. It is possible that Merorem may have played a role in the Great Fall, although this is speculation at best. No one knows just how long Merorem has been in contact with the Fallen Seraph, but that could be the first step in solving the mystery that is this alliance.

Merorem has had tense relations with Mephistopheles since his pupil Diabolus destroyed his largest library in a Chaos poisoned rampage. Although since then they have mended the rift, the two do not share the same camaraderie that they do with Dispat. The Cold One's lust for learning is often temporarily sated by Merorem's offerings, for the Darkwind can bring forth the knowledge of the past, present or future. Still, this one sided partnership does nothing for Merorem's ambitions, and so the two remain in a state of cool professionalism when deal-

ing with each other.

Merorem's true goals however, are neither the conquest of Princess Glasya, nor his advancement in Hell or its politics. Although Time itself has bowed to Merorem's diabolical might, he is not yet its master. There are entities more powerful than he, who share his ideal of an ordered history, with no divergence from its course. Chief among these are Paradox, the Axiom of the Temporal Flux, and Eth, Seraph of the Heavenly Timetable. These cosmic powers are both Merorem's allies and his prey. It is only a matter of time before the Darkwind has learned all he needs to dominate the Temporal Storm, and upon that very hour, he will seize their omnipotence for his own.

Merorem appears as a dignified and beautiful humanoid male of about 9 feet in height. Two small horns curve around from his temples like those of a ram. His hair is black, salted with gray at the sides. His eyes are a dull orange, but glow fiercely when he is angered. His black skin appears as if made from obsidian, glossy in its darkness. Two pairs of bat wings extend out of his back, and his fingers end in iron sharp claws. When he smiles, his mouth reveals a pair of elongated canine teeth, like the fangs of a viper. A forked tongue completes his devilish appearance. He wears noble outfits when appearing in public, regal finery that shows off his perfect appearance.

Combat

Merorem always has *foresight* cast on his person, and so is never surprised or flat-footed. That said, he rarely fights without a reason to do so, preferring to use diplomatic and oratorical skills. Should eloquence fail the day, and there be no reason not to just *teleport* away, the Darkwind will immediately manifest *temporal acceleration*, and use his exceptional maneuverability to keep a step ahead of his foes. For foes that he recognizes as being of no real concern, he will use his lesser powers to grind them under his heel.

The Darkwind seems to be able to sense more powerful foes, though, and against such he opens with his Presence of Hell, followed by calling on the Dark Winds. From the midst of this, Merorem manipulates the time stream as necessary, using spell-like abilities and heavily augmented psionic powers with cold precision.

Call Devils (Sp): As a standard action Merorem can *call devils*. He may attempt to *call* up to three times a day, 18 lemures, 9 osyluths or barbazus, 7 erinyes or hamatulas, 6 cornugons or gelugons, or 3 pit fiends. Unlike outcast arch-devils, Merorem does not suffer any penalties in calling devils. Since these devils are *called*, they have the ability to *summon* other devils as their *Monster Manual* descriptions allow. Due to his connections with Dis, he often calls erinyes, although if combat is at hand he calls upon gelugons, who recognize him as an ally of Dispaten and Mephistopheles.

Call Servants of the Wind (Sp): Thrice per day, as a standard action, Merorem can call upon his association with the wind, and bring forth fiendish creatures of the air to aid him. He may call 7 elder air elementals, 9 greater elementals, or 18 lesser elementals at a time. He may also call one Lawful Evil chicimec, however this uses two of his three uses of this ability.

Dark Winds (Su): Mastering the power of the winds is a goal Merorem seeks to achieve, as they embody the spirit of change, his greatest enemy. 3/day he may

unleash the full fury of his dark mastery, which expresses itself as a blast of pure darkness accompanied by hurricane force winds. This attack lasts for 14 rounds, dealing 7d8 points of vile damage per round to all within 60 feet of Merorem. During this time, he may focus these winds as a move-equivalent action, dealing 14d8 points of vile damage in a 90-foot cone. Those caught within the bounds of the winds are affected by a heightened (6th level) *blindness* effect (Fort save DC 58 negates). The save to resist the effects of the winds themselves is DC 58. The further effects of the hurricane force winds are for the DM to determine, but loose debris and objects are likely to be caught in the gale and hurled about.

If Merorem utilizes this power outside of the normal time stream (such as whilst under the effects of a *time stop*), each focusing of the dark winds is delayed until a reentry into the normal time stream, meaning that multiple blasts of wind can tear through an area all at once. Deities and cosmic entities are able to ignore the effects of such temporal manipulation, unless Merorem succeeds on an opposed rank check.

Diabolical Aura (Ex): Merorem's Diabolical Aura can be ignored on a successful Will save DC 58.

Psionic Powers (nomad): Power points/day: 503. Powers known: 1 – *burst, defensive precognition, detect psionics, force screen, offensive prescience*; 2 – *concussion blast, dimension swap, evade attack, recall agony*; 3 – *dispel psionics, energy burst, forced share pain, time hop*; 4 – *aura sight, mindwipe, psionic freedom of movement, trace teleport*; 5 – *anticipatory strike, catapsi, incarnate, teleport trigger, shatter mind blank*; 6 – *inconstant location, psionic contingency, temporal acceleration*; 7 – *decerebrate, divert teleport, psionic ethereal jaunt, psionic moment of prescience*; 8 – *bend reality, mass time hop, psionic mind blank, recall death*; 9 – *reality revision, timeless body, time regression*. . Manifest level 59th, save DC 34 + power level.

Epic Powers: Merorem can manifest up to 7 epic psionic powers per day. **Powers known:** *condemn, contingent true resurrection, dust in the wind, epic dispel magic, esoteric aegis, greater epic mage armor, summon phane, time duplicate, tyranny*.

The Presence of Hell (Su): Merorem's Presence of Hell has a 1,500-foot radius, and all effects are as those cast by a 69th level sorcerer.

Spell-like Abilities: At will - *animate dead, baleful polymorph, blasphemy, blur, charm monster, contingency, create greater undead, deeper darkness, delayed blast fireball, desecrate, detect chaos, detect good, detect magic, flame strike, greater dispel magic, greater invisibility, greater teleport, hallucinatory terrain, haste, magic circle against chaos, magic circle against good, mass hold monster, mirage arcana, persistent image, polymorph, power word stun, produce flame, pyrotechnics, raise dead, read magic, scrying, slow, suggestion, symbol of pain, time stop, unhallow, unholy aura, unholy blight, wall of fire*. 3/day - *destruction, firestorm, foresight, meteor swarm*; 1/day - *hellball, wish*. All spells are cast as a 69th level Sorcerer (save DC 33 + spell level).

Temporal Mastery (Su): No spell, power or similar effect dealing with time or movement can affect Merorem unless he chooses to allow it to do so. Furthermore, all such powers, spells or spell-like abilities activated within 90 feet of him require success on an opposed caster level check; failure means that Merorem

assumes control of the power and can redirect it where he chooses.

Merorem possesses the ability to step through time, although he has little control over where he emerges. 1/week, Merorem may transport himself and anyone he is touching through time. There is no save against this effect, but Merorem must succeed on a touch attack to take an unwilling creature. Magic and effects blocking astral travel have no effect on this ability, as Merorem and any travelers are moving through the Temporal Storm, not the Astral Plane.

Merorem chooses whether he is moving to the past or the future, and a point in time of no greater accuracy than a day. He immediately appears in that time, within d% millennia of his goal. Should he desire greater accuracy than this, he can sacrifice his future use of his ability to decrease the offset. By reducing his uses of the power to once a year, Merorem may appear within d% years of the goal. Reduction to once a century allows him to appear within d% days, and at his most accurate, Merorem can sacrifice his use of this power for a millennia and appear at the exact day he desires.

By taking a full round action, Merorem can produce a minor Temporal Step at will. This produces the effects of *greater teleport* but Merorem appears 1d10 rounds in the past or future. If he approaches within one mile of another one of his "selves" using this power, both are immediately stunned for 1 round, after which they have 1 round to separate to a less paradoxical distance. This effect is also impossible to block with effects such as *dimensional anchor* and the like.

Winds of Time (Su): As a result of his involvement with time and history, Merorem has a control over spatial and temporal magicks. Any spells that alter speed, the flow of time, or instantaneously transport material (including teleport and summon spells) with an origin or target located within 60 feet of Merorem are subject to his power. The caster must make an opposed caster level check against Merorem (caster level 69th) or have his spell retargeted as Merorem wishes. Regardless of the success of the level check, Merorem himself is immune to any hostile temporal magicks.

The Winds of Time also grant Merorem spell-like abilities not normally associated with arch-devils. He has access to *contingency*, *foresight*, *haste*, *slow*, and *time stop*, as defined in his Spell-like Abilities section.

Finally, Merorem may make minor tweaks in the time stream 6/day. Below are listed some common uses of this power.

Rewind: Merorem may cause time to flow backwards, essentially undoing the last round of actions.

Slow Time: Merorem may cause creatures within an area to be suffused with slow time. This affects an area with a 60-foot radius. All creatures within the area must make a Will save DC 58 or be held as per *hold monster*. Those who make their save are treated as though affected by the *slow* spell, except their speed is quartered, and the penalties are at -6. Merorem is also affected by this slow time, should he remain within the area. The slow time dissipates after 14 rounds.

Fast Time: Merorem may cause creatures within an area to be suffused with fast time. This affects an area with a 60-foot radius. Creatures within the area are treated as if affected by a *haste* spell, except that they receive two rounds worth of actions every round, and the bonuses are +6. This fast time lasts for 14 rounds.

Possessions: Merorem wields an adamantite +6 *soul-*

drinking longsword named *Paradagrim* and four +5 *fleshgrinding cold iron daggers of wounding and returning* collectively called *Eternal Regret*. On a critical hit, these daggers cast *teleport* on their target (no save), removing the victim 1d% x100 miles from his current location. He also wears a ring of greater spellstoring with a *mage's disjunction* cast into it, and an *amulet of moderate fortification*.

The Darkwind also has the following *contingencies* always active on his person. If he ever suffers over 500 points of damage at one time, that damage is instead transferred onto a humanoid child. This affects as many humanoid children as it takes to absorb the damage. If Merorem is ever reduced to below 100 hp, a *time stop* spell is cast.

Summoning Merorem

Few are the mortals that have sought to summon Merorem, and so the lore surrounding such summons is difficult to come by. Such difficulties are further compounded by the fact that the Prince of the Powers of the Air, with his knowledge of the Temporal Storm, often knows ahead of time those that would summon him, meaning that those with whom he would prefer not to meet generally ever get the chance.

Those that have discovered the method to summoning Merorem to the Prime indicate that time is the key component – the invocants must supply gems encoded with *temporal acceleration* or *time stop*, with said gems set within the *magic circles* and activated simultaneously as part of the invocation. The total number of spell levels to be used should be no less than twenty-seven; for psionic powers, the total power points harnessed within the gems should be no less than thirty-three. A dollop of *quintessence* used at each of the cardinal points of the circles grants the summoner a +3 bonus on the summons.

With the rite begun and the gems activated, a portion of the Temporal Storm is called into being within the *circles*. Bolts of temporal energy scatter throughout the *circles* and, if a *summoning sanctuary* is not in place, those within the immediate vicinity (99 feet) have a 30% chance of being hit by a bolt, aging 1d4 age categories in an instant (or reverting in age an equivalent amount; 50% chance of either). A Fortitude save DC 58 negates this effect.

The Temporal Storm quickly changes from apparent chaos to a more orderly cyclonic effect, and a calm grows at the center of it, though temporal energy bolts continue to scatter every few seconds. Within the eye of the storm a shadow grows, and a dark shape seems to fall from the sky as if from a great height. This shape smashes into the ground with tremendous force, rending the earth with its passage deep into the underground. From this pit a dark ichor rises, bubbling furiously. A part of the ichor is caught up by the wind, and a counter-cyclone begins. The temporal energy bolts dance about this counter-cyclone as it rapidly solidifies into the ebon form of Merorem.

At a gesture from his hand, the storm quietens, though it does not die. Merorem, with his knowledge and command over time, is usually cognizant of those that have summoned him, and will offer changes in their past or visions of their future as a means to distract them from their true goals and to ensure that any bargain entered into is on terms that suit him. Visions shown by The Darkwind are not illusions or mind-influencing effects;

they are actual events that have been carried to him on the Temporal Stream that either never had the chance to occur (as a consequence of the summoner's past actions) or events that have a possibility of occurring in the future if the summoner chooses the correct path. Often it is the case that those that treat with the Prince of the Powers of the Air are glad of the arrangement and some even feel they have done some noble deed by righting a previous wrong. Merorem does not care for motive, only for an ordered timeline that benefits Hell and him most of all; moreover, the souls of those that treat with him increase his power over the Temporalis Procellos.

Once the appointment has concluded, Merorem allows the Temporal Storm to return to its previous fury. He walks calmly through the winds to the center of the circles, raises his arms, and vanishes in a flash of vibrant purple temporal energy. Those not protected by a *summoning sanctuary* see the immensity of time in a single moment and are driven insane unless they succeed on a Will save DC 58; a successful save allows them to instantly forget what was seen. A pool of ichor remains at the center of the area, purple-black in color, and pulsing with a strange energy. The ichor can be used to create a potion which reverses the negative effects of one age category, although the blood of nine murdered children must also be incorporated for the potion to become potent. Needless to say any individual that successfully brews this potion (the Brew Potion feat is not required, although a Craft Alchemy DC 33 skill check is) becomes irredeemably Lawful Evil and forfeits his soul to Merorem, if such were not already the case.

MOLOCH, Arch-Devil of Torment

The Twice Fallen

Fighter 25/Lasher 10

Huge Outsider (Evil, Extraplanar, Fallen, Lawful)

Symbol: A nail-tailed barbed whip, each lash wreathed in flames, on a dark blue inverted triangle

Hit Dice: 40d8 + 35d10 + 825 (1495 hp)

Initiative: +16 (+12 Dexterity, Improved Initiative)

Speed: 90 ft., fly 200 ft. (perfect)

Armor Class: 65 (-2 size, +8 armor, +10 deflection, +12 Dexterity, +21 natural, +6 profane), touch 34, flat-footed 65

Base Attack/Grapple: +58/+91

Attack: *Oppressor* +95 melee (3d6 + 44 + 2d6 (lawful) + 3d6 (electric) + 2d6 (evil) + 1 (vile)/17 – 20/ x 2 + 2d6 (lawful) + 6d6 (electric) + 2d6 (evil) + 1 (vile) + 1d6 + death (Fortitude save DC 52); or +83 melee, claw (3d6+25)

Full Attack: *Oppressor* +95/+90/+85/+80 melee (3d6 + 44 + 2d6 (lawful) + 3d6 (electric) + 2d6 (evil) + 1 (vile)/17 – 20/ x 2 + 2d6 (lawful) + 6d6 (electric) + 2d6 (evil) + 1 (vile) + 1d6 + death (Fortitude save DC 52); or *Oppressor* +93/+93/+88/+83/+78 crack of fate melee; or *Oppressor* +91/+91/+91/+86/+81/+76 crack of doom melee; or 2 claws +83 melee (3d6+25) and bite +77 melee (3d6+12)

Space/Reach: 15 ft./15 ft. (30 ft. with *Oppressor*)

Special Attacks: *Call devils*, diabolical aura, the Presence of Hell, spell-like abilities, Lash of Punishment, Suffer the Children, crack of doom, crack of fate, death spiral, lashing whip, stunning snap 10/day (Fortitude DC 45), whip sneak attack +3d6, whiplash,

wound

Special Qualities: Arch-devil qualities, close combat, cursed, damage reduction 30/epic, good and silver, darkvision 60 ft., Diabolical Prowess, immunity to fire and poison, low-light vision, *magic circle against good*, regeneration 22, resistance to acid 30 and cold 30, see in darkness, spell resistance 65, Submission of the Child, telepathy 1,000 ft., third hand, uncanny dodge,

Saves: Fort +52 (+56 vs petrification), Ref +53, Will +46

Abilities: Str 60, Dex 34, Con 32, Int 28, Wis 20, Cha 30

Skills: Appraise (leather) +13, Appraise (metal) +11, Balance +26, Bluff +48, Concentration +69, Craft (leatherwork) +34, Craft (blacksmith) +29, Diplomacy +65 (+63 with good beings, +71 with evil beings), Disguise +10 (+14 in character), Escape Artist +65 (+69 escaping ropes), Handle Animal +40, Hide +51, Intimidate +94 (+100 against evil beings), Jump +67, Knowledge (arcane) +49, Knowledge, Knowledge (nature) +13, Knowledge (the planes) +49, Knowledge (religion) +55, Listen +22, Move Silently +37, Ride +44, Sense Motive +22, Spellcraft +33, Spot +61, Survival 30 (+34 on another plane), Use Rope +45 (+21 with bindings)

Feats: Alertness, Awesome Blow, Cleave, Combat Expertise, Combat Reflexes, Corrupt Spell-like Ability^B, Dark Speech^B, Dodge, Exotic Weapon Proficiency (whip), Great Cleave, Great Fortitude, Greater Weapon Focus (whip), Greater Weapon Specialization (whip), Improved Bullrush, Improved Critical (whip), Improved Disarm^B, Improved Feint, Improved Initiative, Improved Trip^B, Iron Will, Lightning Reflexes, Mobility, Mortalbane, Power Attack, Quick Draw, Spring Attack, Vile Martial Strike (whip), Weapon Focus (claw), Weapon Focus (whip), Weapon Specialization (whip)

Epic Feats: Armed Deflection, Blinding Speed, Devastating Critical (whip), Dire Charge, Epic Evil Brand^B, Epic Prowess, Epic Weapon Focus (whip), Epic Weapon Specialization (whip), Improved Combat Reflexes, Overwhelming Critical (dagger), Penetrate Damage Reduction (adamantine), Spellcasting Harrier, Vile Death Strike

Environment: Any land and underground (wandering the Prime Material Plane)

Organization: Unique (Solitary)

Challenge Rating: 54

Treasure: Quadruple standard plus *bag of holding IV*, +8 bracers of armor, and *Oppressor*

Alignment: Lawful Evil

The career of the arch-devil Moloch has been a tumultuous one rife with dramatic triumphs and deplorable failures. Currently, Moloch has never been lower. However, his stubborn determination and his overwhelming dedication to revenge have managed to keep Moloch alive and a continued threat to Creation.

Moloch was originally a powerful astral deva. Unlike most such beings, who typically are sent into the Depths Below to battle fiends, Moloch was granted the responsibility of defending and protecting children. The Virtues of Heaven considered this a great reward for Moloch, who had cast down many demons and devils. Moloch, a great warrior, viewed his new station as an insult. For a

time, though, Moloch served in his capacity as the defender of the innocent well, and soon came to be revered almost as a god. Realizing this newfound aspect to his new position, Moloch quickly began to demand tribute for his services, and it was here that his star began to dim. It is unclear what kind of punishment his behavior would have earned him since it was near this time that Eblis and Beelzebul began to challenge the Bastions of Righteousness. Recalling Moloch's strength and aggressive nature during their time together in the Realities Beyond, Beelzebul approached Moloch and bade him to serve as a great general in the war against the Realms Above. Of course, the attempted coup ended in The Great Fall, and Moloch – along with Belial, Eblis, Beelzebul, and other notable celestials – was cast out of the Realms Above.

Filled with rage, Moloch was all too happy to accept Asmodeus' offer when he arrived in Hell. He joined with Beelzebul as a Duke of Hell. Unfortunately for Moloch, he was neither as crafty as Belial nor as intelligent as Beelzebul to become a Lord of the Nine and soon found himself under his former ally's yolk. Moloch became Beelzebul's enforcer and Grand Viceroy, ensuring his ascendancy to the Lordship of the Seventh Hell. In return for his loyalty, Beelzebul helped Moloch overthrow Lilith, Lord of the Sixth at the time, and placed him as his Imperial Duke. Thus, did Beelzebul control two layers of Hell through Moloch. Initially, Moloch was content enough, but soon he wanted to rule on his own. Unfortunately for him, he could not compete with Beelzebul's network of spies and, as a result, Moloch found his hands tied. He took his frustrations out on his cultists, children, and his consort, the former Lord of the Sixth, Lilith.

Moloch's term as the Imperial Duke of the Sixth came to an end during *Dies Irae*. Always allied to Beelzebul, Belial, and Astarte against Mephistopheles and his allies, Moloch had great enmity with the Lord of the Fifth, Geryon. When the *Dies Irae* raged, Moloch did his best to personally destroy Geryon. However, this plan did not come to fruition for the *Dies Irae* ended with the defeat of all the Lords at the hands of Asmodeus. Enraged, Moloch was susceptible to the whispers of Lilith, who encouraged him to curse Asmodeus to his face rather than supplicate himself at The Overlord's feet as the other Lords had done; Moloch foolishly listened to Lilith, who claimed that Asmodeus would respect such a show of power on Moloch's part. A grimly amused Asmodeus stripped Moloch of his Lordship and cast him out of Hell.

Since his second fall from power, Moloch has traveled the Cosmos, seeking ways to regain his power. At one point, he came extremely close, having built a great army he believed was strong enough to overthrow Lilith and her forces. Unfortunately for Moloch, a great cosmic calamity locked him from the conflict in Hell, resulting in the decimation of his armies without his guidance. Moloch blamed a group of powerful adventurers for this latest failure and he has since spent the past few years doing everything possible to ruin their lives short of killing them.

In the meantime, Moloch has decided to take a more subtle approach to destroying Lilith by passing himself off as a demigod of the sun, youth, and vitality on a small material world. So far, no one knows of this latest plot, but given Moloch's track record so far, it is unclear whether or not much will come of it. Moloch has no

allies in Hell and few beyond. If Moloch finds success in his venture as a cosmic alternative for sun worshippers, it is probable that he will expand his list of enemies. As a god of vitality, Moloch offers a version of sun worship in which the fires of the sun offer energy and strength to those with the will and noble nature to use it. Sun gods across the Cosmos – particularly those of good intent – would likely turn a disapproving eye to the Twice Fallen. Moloch has few diabolical ties, and all are filled with antipathy on both sides. His greatest rival and a constant thorn in his side is Duke Amdusias of the Sixth Hell. Harboring a perverse dedication to children, Amdusias loathes Moloch and his appetite for child sacrifices. Although his own mother and liege, Lilith, also demands child sacrifices, Amdusias has no power to confront her; thus, Amdusias places all of his anger and disgust against the practice by harrying Moloch's worshippers. Moloch has responded by sending his worshippers into forests he suspects have been dominated by Amdusias where they raze the entire area. The enmity between Moloch and Amdusias continues to grow and it is probable that Moloch and Amdusias will one day come to personal combat; although Moloch is clearly the stronger of the two, it is possible that Lilith herself may intervene on her son's behalf not out of maternal instinct (she has none) but out of a need to humiliate Moloch once again. Moloch continues to have a severe rivalry with Geryon the Beast. Although not as intense with loathing as it once was, Moloch's relationship with Geryon is still filled with hate. If Moloch could put aside his anger, it is probable that Geryon would take any offer of temporary unity in order to gain revenge against the current Peers of Perdition. The final devil of note with whom Moloch has any dealings is Bael the Lord of the First. Although Moloch is not dedicated to warfare and combat, most who have started to worship him are drawn to his portfolio that promises strength of arms and uses flames as a totem. This is startlingly close to some Bael worshippers. So far, Bael is unaware of what has swelled his cultists on the world in which Moloch is currently operating, but once he takes the time to explore, Bael will probably continue to allow the charade. So far, Moloch has done nothing to contest Bael, although it is likely that if Moloch decides upon demi-godhood rather than revenge against Asmodeus and Lilith that he will respond to the Warlord of Avernus forcefully.

Moloch has long since lost his angelic features. Incredibly tall, Moloch towers over most pit fiends and even most of the Lords of the Nine. His body is athletic and angular, seemingly made from a block of immobile stone, and is the color of a rotting orange. His head is large, as are his slanted glowing black eyes. He typically wears a large, iron crown that conceals most of his face, although wisps of flame and tendrils of smoke often drift from behind the grates of the front-piece of the crown. When Moloch removes the crown, he reveals his perpetually gaping maw, rows of shark-like teeth that glint in even the dimmest light. Two small horns top his head; the horns, like his face, are vaguely bovine in nature. Moloch wears severe clothes that cross the finery of a noble or king with that of a mortal taskmaster or torturer. Moloch speaks with booming declarations and screaming vindictives, often punctuating points with a crack of *Oppressor*.

Combat

If there is one area in which Moloch excels, it is martial combat. Moloch relishes physical confrontations as he always eager to beat, lash, and whip pliable flesh into bloody, lacerated mewling victims. It takes little effort to instigate a fight with Moloch; often, a single poor phrase or strange look is all it takes to throw the Arch-Devil of Torment into a rage.

Moloch always begins battle with his Diabolical Aura; he always sets it to force his foes to cower as he wants them within easy reach to physically abuse. If facing good aligned adversaries, he will also call on his Protective Aura. Moloch will then use Suffer the Children, positioning himself in order to affect arcane and divine spellcasters to the utmost. When Moloch enters melee, he will use Lash of Punishment to different degrees. Against warriors and rogues, the Twice Fallen will beat them into submission; he will seek to sap spellcasters of their vitality and casting power. From this point on, Moloch will concentrate on horribly killing all within sight in the most gory, painful fashion. He will often draw out combat, leaving certain foes writhing pain for a few rounds before killing them. He has been known to accept damage in order to commit to a *coup de grace*.

It takes a lot for Moloch to bother with spell-like abilities in combat. If he does resort this sort of thing, the focus will be in tearing down any magical defenses his foes have. Multiple *meteor swarms* are par for the course. Moloch will rarely summon allies, believing that he must show all challengers that he is truly worthy of regaining his station as Lord of the Sixth.

Call Devils (Sp): As a standard action Moloch can attempt to *call devils*. He may attempt to *call* up to three times a day, 3 pit fiends (see below), 9 gelugons or cornugons, or 18 of any lesser type of devil. Moloch has a 50% chance of success with each *calling* attempt. Since these devils are *called*, they have the ability to *summon* other devils as their *Monster Manual* descriptions allow. Since he was deposed, Moloch has been wary to *call* any devils, fearing further reprisals from Asmodeus (who, in truth, could care less if Moloch calls devils and is amused by Moloch's newfound humility).

Moloch is always in the company of three Nessian pit fiends that were banished with him after the *Dies Irae*. Bethage, Herobaal, and Tartach each command small armies of devils and have not lost access to their summoning abilities. Moloch may call any of these three pit fiends with no risk of failure. Although Moloch rightly suspects that at least one (actually all three) of the pit fiends are actually working for Asmodeus, he knows that he has need for them and that it would take a lot for any of them to defeat him. For now, the orders of these three pit fiends from Asmodeus is to obey the Arch-Devil of Torment in all things unless they hear otherwise from the Martinet, the Hidden Lord, or The Overlord himself. To date, Moloch has not attempted to establish any ties with other Fallen, finding all of them to be pathetic, undisciplined sops.

Diabolical Aura (Ex): Moloch's Diabolical Aura can be ignored on a successful Will save DC 49.

Lash of Punishment (Su): There are few beings in existence capable of wielding a whip with greater proficiency than Moloch. So great is his mastery of this terrible weapon that Moloch can terrorize anyone who has felt its lick. Moloch has a variety of ways to issue punishment with a whip. In all cases, Moloch may affect victims who have been injured by one of his whip at-

tacks over the past six rounds that are within 30 feet of his person. The basis for the effect is upon the most recent round, so if a victim is struck one round, and then struck again six rounds later, any attempt Moloch makes to punish the victim begins at the sixth round. Moloch can use Lash of Punishment up to six times a day.

- Moloch can demand a course of action from any victim of a successful whip attack if they fail a Will save DC 49. Victims become so frightened of being struck again that they will do almost anything to avoid another lash. For the next six rounds, all victims of his whip attack will do as told within the limits of the *command* spell except Moloch has an upward limit of nine words when issuing his *commands*. Once the victim saves, the victim is immune to this effect for 24 hours.
- Moloch can beat a person severely enough to drain them of energy and vitality. Moloch forces a victim struck by his whip to make a Fortitude save DC 49 or suffer 3 negative energy levels and 3 points of Constitution damage. The effect lingers for 24 hours, after which the victim must make another Fortitude save (based upon the lowered Constitution score) or permanently lose 3 character levels and suffer a Constitution drain of 3.
- Moloch can strike a person in the face. If the victim fails a Reflex save DC 49, she suffers from blindness as cast by a 49th level sorcerer and suffers 3 points of Charisma damage from the terrible welt that mars the victim's face.

The Presence of Hell (Su): Moloch's Presence of Hell has a 1,200-foot radius, and all effects are as those cast by a 49th level sorcerer.

Purge Innocence (Su): Much in the same way Moloch abandoned any sense of decency or goodness during the years immediately preceding and during The Great Fall, so too can he feed on the innocence and goodness in any being. 3/day, Moloch may Purge Innocence on any sentient being he touches or damages with his whip, Oppressor. The victim receives a Will save DC 49 to avoid the effect. When Moloch does this terrible act, he causes the victim to slide one step away from goodness, to neutrality or from neutrality to evil. The victim then behaves from that point on as a being dedicated to its new alignment, although the victim is not necessarily beholden to obey Moloch. If Moloch uses this ability on Lawful Evil beings, they become his willing slaves. Once the victim's innocence is purged, the only way it can be restored is if a *remove curse*, followed by an *atonement* spell is cast, both by a cleric of a good god of at least 18th level. Moloch is loath to use this ability on any beings that are not Lawful in nature as he's uninterested in perpetuating the forces of pure or Chaotic Evil. His favorite victims are common, good people, followed closely by Paladins.

Spell-Like Abilities: At will – *Aid, animate dead, bestow curse, blasphemy, charm monster, contagion, continual flame, deeper darkness, delayed blast fireball, desecrate, detect chaos, detect good, detect magic, discern lies, dispel good, fear, flame strike, greater dispel magic, greater invisibility, greater teleport, magic circle against chaos, magic circle against good, mass hold monster, mirage arcana, persistent image, plane shift, polymorph, power word stun, raise dead, suggestion, symbol of pain, unhallow, unholy aura, unholy blight,*

wall of fire; 7/day – *inflict light wounds*, see invisibility; 3/day – *destruction*, *firestorm*, *meteor swarm*; 1/day – *blade barrier*, *harm*, *hellball*, *wish*. All spells are cast as a 49th level Sorcerer (save DC 29 + spell level).

Submission of the Child (Su): As a former patron of children, Moloch now hates the young and the innocent. Where he once embraced them in love and protection, Moloch now seeks to watch them writhe in torment as flames, acid, or other terrible conditions consume their soft flesh. Although no longer a Lord of the Nine, Moloch can still grant power to those willing to commit the atrocious act of child sacrifice.

For every six children sacrificed to Moloch (see Suffer the Children below) within a six day period, the celebrant gains a boon from Moloch as per the Sacrifice rules in the *Book of Vile Darkness*. If the child is murdered in a quick ceremony (10 minutes), the rewards are as listed in the Sacrifice rules. If the child is murdered in an involved ritual that maims or mauls her before death (30 minutes), the celebrant receives a +3 bonus to his Knowledge (religion) check. If the child is consumed in flames in an altar dedicated to Moloch, the celebrant receives a +6 bonus to his Knowledge (religion) check.

Moloch prefers the sacrifice of children who are aware of what is happening to them, so they must be at least 10 years of age and no older than 16. They must always be “unspoiled” and of good alignment. Finally, the child must be unwilling to die. If these three criteria are met, there is no limit to the nature of reward the celebrant gains (essentially, the celebrant can acquire a *wish* numerous times).

In the event that the celebrant is not evil upon his first sacrifice, he becomes irrevocably Lawful Evil and his soul condemned to serving Moloch as a lemur upon death. In most cases, Moloch consumes the former client, although in the past, Moloch usually used the stronger victims as slaves in his armies. The only way to escape this terrible fate is for the celebrant to acquire atonement from a 31st level cleric of a good aligned god, losing all of his benefits from the sacrifice in the process; the penitent must then undergo a quest to right the wrongs and heal the hurts he caused to the loved ones of the murdered children. The penitent receives two weeks per child murdered. If the penitent cannot accomplish the quest with the time frame, he dies instantly and his soul becomes Moloch’s.

Suffer the Children (Su): Upon his Fall from the Realms Above, Moloch abandoned his patronage of children and demanded their deaths as punishment for what the Bastions of Righteousness did to him. Moloch can cause all within 60 feet to suffer in a manner similar to that of a *symbol of pain* in addition to the effects described below. While children (up to 16 years of age) do not gain a saving throw against this effect, all others must make a Fortitude save DC 49. Affected beings suffer for 9 rounds at which time they receive another Fortitude save DC 49 (while under the effects of the *symbol of pain*). Those who are successful only suffer 6 points of damage. Those that fail die, their souls consumed by Moloch.

When Moloch consumes an innocent soul (a child as described in Submission of the Child), all of Moloch’s ability scores, armor class, caster levels, and DCs are increased by one per soul for one day per soul. Nothing short of a *miracle* or *wish* cast by a good divine or arcane caster of at least 31st level (or the direct intervention of a god or cosmic entity with access to Alter Reality, Hand

of Life, Life and Death, or Mass Life and Death salient divine abilities) can restore a soul (one soul per spell cast). If this soul is restored within three days of its being devoured by Moloch, he suffers a –2 penalty on all abilities for each restoration for three days at a time. Regardless of whether or not Moloch is adversely impacted by a restored soul, he is still aware of the restoration, as well as the location and power of the one who would dare rob him. There is a 1% chance per number of souls restored by a particular caster that Moloch will decide to avenge himself in a most gruesome manner.

Moloch does not receive any benefit from sacrifices done in his name unless he is physically present during the event or unless six children are sacrificed within a 24 hour period by the same celebrant.

It is suspected that when he was a Lord of the Nine, Moloch’s Suffer the Children was far more potent.

Opressor: The origin of this powerful whip is unknown, although most suspect that it was a gift from Moloch’s former master, Beelzebub the Lord of the Seventh. Opressor is a six-tailed whip, its lashes made crackling lightning bolts, its handle the solidified protoplasm of a balor. Opressor strikes as a +9 *axiomatic*, *lightning blast*, *unholy mighty whip*. Any being touching Opressor without Moloch’s express permission must make a Fortitude save DC 49 or be struck dead; one that survives suffers three negative energy levels so long as the whip is in her possession. Moloch can effortlessly track Opressor’s location and will do virtually anything to retrieve his favorite weapon. In Moloch’s hands, Opressor always confers his maximum strength score on attacks and damage (included in the statistics above). In the hands of another, the whip grants a +4 Strength bonus to attack damage only.

Possessions: Moloch always carries *Opressor*, and typically wears +8 *bracers of armor*. Due to his exile from Hell, Moloch has taken to carrying a *bag of holding IV* in which he carries a wide variety of items.

Summoning Moloch

Moloch’s summoning ritual is among the most elaborate and disturbing of all the Powers of Hell short of the Lords of the Nine. Moloch requires the sacrifice of the innocence in order to appear in the mortal coil and he accepts no substitutes.

The summons must take place in a stone encased location that is open to the sky. Unlike most devils, Moloch actually prefers to be summoned during the heat of the day under a burning sun; in such conditions, the summoner receives a +3 bonus to the Spellcraft check. Dormant volcanoes, abandoned temples of the sun, and similar locations are known to be ideal for summoning Moloch. Within the summoning area the summoner must place a stone likeness of Moloch that doubles as an oven. The likeness must be at least ten feet high and five feet wide. In some perverse parody of the celestial number seven, the likeness must have seven compartments that can be shut with either a stone or bronze cover while the base of the image must have enough room for coal or wood for burning fuel. Aside from the lowest compartment, which is fairly large and in the belly region of the image, the other compartments are typically small (the size of a small chest). There must be religious drumming and chanting (usually a refrain in which Moloch’s name is repeated over and over, growing in intensity and speed as the ritual progresses).

At the beginning of the ritual, the summoner enters and lights the furnace at the bottom of the image. As the other summoners begin to chant and drum, the summoner begins placing different items within the upper most six compartments. Moloch does not require specific offerings other than they must represent concepts related to purity, innocence, healthy, fecundity, or youth. Typical offerings include such things as the remains of a calf, the lock of a child's hair, dove feathers (or a whole dove), and flour or yeast. In the final compartment, the summoner must place a living (preferably conscious) child no older than 16 years of age. The child must be devoid of blemishes (Charisma of at least 14) or hair and must be of good alignment. The child is burned alive within the lowest chamber. As the child is sacrificed, a blast of flames will explode from the belly of the image to consume the offerings in the upper chambers. Once the child is dead, eyes of the image will flare up with yellow flames and a roaring column of fire will launch into the air. With an earth-shaking explosion, the image will burst apart leaving Moloch in its stead.

Moloch is extremely unpleasant in most summons, demanding that the summoners worship and praise him for at least one full minute, all the while debasing and insulting them. He is easily angered and it takes the most insignificant ill-thought comment to enrage and cause him to attempt tearing down the wards of his summons. For all points and purposes, Moloch is considered Hostile as soon as he appears unless there are five more sacrifice victims present. In such cases, Moloch will immediately call on Submission of the Child and consume their souls. Moloch will then offer any number of boons as described in Submission of the Child. In any case, Moloch will march around the summoning area, cracking Oppressor on occasion when making a point. He will shout, scream, and threaten. Although this behavior may seem Chaotic, in truth, Moloch is testing the mettle of his summoners. He hates weakness and will not parley with those who cannot at least try to conceal their fear (Moloch wants them to be afraid, though, make no mistake).

When the summons is complete, Moloch will return to the center of the room and his form will begin to glow an ugly, burning orange. Cracking and hissing sounds will fill the room as he turns into a new stone image of his person which can be used for future summons. As he disappears, the screams of any child sacrifice victims will fill the room and remain therein for the next nine hours. Any that enter the room during this time must make a Will save DC 49 or be affected by *wail of the banshee* (only one save is needed during the nine hour period per sacrificed child).

SAMMAEL, Arch-Devil of Venom

The Poison of Perdition

Assassin 10/Rogue 25

Large Outsider (Abomination, Evil, Extraplanar, Lawful)

Symbol: A pale green tear or water drop on a vivid green background within a black, inverted triangle

Hit Dice: 50d8 + 35d6 + 935 (1545 hp)

Initiative: +21 (+13 Dexterity, +8 Superior Initiative)

Speed: 120 ft., fly 240 ft. (perfect)

Armor Class: 75 (-1 size, +13 deflection, +13 Dex, +34

natural, +6 profane), touch 41, flat-footed 75

Base Attack/Grapple: +68/+86

Attack: *Defamator* +90 melee (1d8+20+2d6 (lawful) +3d6+1 negative energy level (unholy power) 17-20/x2 +6d6 (unholy) + 2 negative levels + 1d6); or claw + 82 melee (4d6+14)

Full Attack: *Defamator* +90/+85/+80/+75 melee (1d8 + 20 + 2d6 (lawful) + 3d6 + 1 negative level (unholy power) 17-20/x2 +6d6 (unholy) + 2 negative levels +1d6); or 2 claws +82 melee (4d6+14) and 2 wing buffets +76 melee (4d8+7)

Space/Reach: 10 ft. /10 ft.

Special Attacks: *Call devils*, Diabolical Aura, the Presence of Hell, Caustic Words, Scathing Words, Touch of Malice, spell-like abilities, spells, death attack (Fortitude DC 33), crippling strike, opportunist, sneak attack +18d6

Special Qualities: Abomination traits, arch-devil qualities, blindsight 500 ft., damage reduction 30/epic, good and silver, darkvision 60 ft., Diabolical Prowess, displacement (20%), divine immunities, hide in plain sight, immunity to fire and poison, improved evasion, improved uncanny dodge, *nondetection*, regeneration 22, resistance to acid 30 and cold 30, Rotting Words, see in darkness, spell resistance 67, Spite, telepathy 1,000 ft., trap finding, trap sense +8

Saves: Fort +55, Ref +61, Will +52

Abilities: Str 38, Dex 36, Con 33, Int 37, Wis 26, Cha 36

Skills: Appraise +15 (+17 alchemy), Balance +62, Bluff +103, Concentration +54, Craft (alchemy) +54, Decipher Script +54, Diplomacy +120 (+126 with evil beings), Disable Device +54, Disguise +105 (+115 when acting in character), Escape Artist +83, Forgery +56, Gather Information +78, Hide +99, Intimidate +113 (+119 against evil beings), Jump +65, Knowledge (arcane) +66, Knowledge (history) +66, Knowledge (nature) +17, Knowledge (the planes) +78, Knowledge (religion) +78, Listen +96, Move Silently +93, Open Lock +54, Search +91, Sense Motive +96, Spellcraft +74, Spot +96, Survival 51(+59 on another plane, +59 while tracking), Tumble +82, Use Rope +13 (+21 with bindings)

Feats: Alertness, Arterial Strike, Cleave, Charlatan, Combat Expertise, Corrupt Spell-like Ability^B, Dark Speech^B, Deceitful, Dodge, Flyby Attack, Great Cleave, Improved Critical (rapier), Improved Flyby Attack, Improved Disarm, Improved Initiative, Improved Sunder, Persuasive, Power Attack, Quick Draw, Stealthy, Weapon Focus (claw), Weapon Focus (rapier)

Epic Feats: Blinding Speed, Epic Evil Brand^B, Epic Poison Crafter, Epic Reflexes, Epic Weapon Focus (rapier), Lingering Damage, Overwhelming Critical (rapier), Self Concealment x2, Spellcasting Harrier, Sneak Attack of Opportunity, Superior Initiative, Trap Sense.

Environment: The Venal Fortress, The Gray Wastes of Despair

Organization: Unique (Solitary)

Challenge Rating: 55

Treasure: Quadruple standard plus *Defamator*

Alignment: Lawful Evil (Neutral Evil tendencies)

There is no devil in existence closer to true evil than Sammael, the reviled Arch-Devil of Venom. Exiled in

his Venal Fortress in the Gray Wastes, Sammael seeks nothing less than to infect all Creation with evil and vice. Sammael is on the brink of abandoning the last vestiges of order and law as he is willing to do almost anything to achieve his goal.

Sammael is the personification of those that seek to manipulate perceived and actual weaknesses in organizations, kingdoms, or individuals in order to bring about a new order. The master of infiltrating any environment like a terrible virus, Sammael has mastered the use of words to bring ruin to even the most upstanding person or ideal. Sammael delights in petty acts of jealousy and envy, as eager to poison friendships or the love between two individuals as much as he pursues the crumbling of ancient treaties, timeless alliances and benevolent religions.

Sammael is one of the original hellspawn and was the first Lord of the Seventh Hell. Alongside Dispat, Mammon, Adrammelek, Leviathan, Lilith, and Mephistopheles, he numbered among the original Lords of the Nine, his station as Lord-Regent of Maladomini appointed by Lucifer the Satan during the Days of Antiquity. Among the eight Lords of Perdition, Sammael was second only to Mephistopheles and the contests between these two paragons of Hell were monumental. While Mephistopheles favored cold, logical thought and the damnation of souls ripe with intellect and flawed wisdom, Sammael promoted secrecy, lies, and corruption of the spirit due to emotional imbalances and misplaced anger. Sammael personified these aspects perfectly, believing that he alone was worthy to rule not just Hell, but the Depths Below and eventually the entire Cosmos. He and Mephistopheles warred perpetually during the Days of Antiquity, their conflicts an amusing farce to Lucifer the Satan and a deadly game of politics among the other Lords. While Mephistopheles gathered the likes of Dispat and Mammon to his side, devils interested in possessions and ownership, Sammael led the faction of devils dedicated to acts of evil indignation and hunger, counting Leviathan and Lilith among his allies. Much like his cold rival, Sammael believed that in dominating at least half of the Hells, he would acquire the strength to smash his adversary and bring ruin to Lucifer. However, unlike Mephistopheles, who tended to keep his allies strictly among the forces of Hell, Sammael was not above consorting with lesser beings like daemons and the denizens of Mechanus. In short order, Sammael appeared poised to quash Mephistopheles and his faction when the *Battles of Light and Greed* erupted. Rather than risk throwing support in with the likes of Asmodeus, Adrammelek, and Mephistopheles, Sammael determined that supporting Lucifer was a safer position. However, Lucifer was soundly defeated by Asmodeus who, in a startling and unexpected act of treachery, took the Serpent's Throne for himself. Rather than punish those devils who supported the fallen Lightbringer, Asmodeus allowed the Lords, including Sammael, to retain their positions. Believing this decision the act of a coward and fool, Sammael resumed his plotting.

Then *The Great Fall* occurred and thousands of fallen angels were cast into Hell. Asmodeus welcomed these new servants, and many were conscripted into the various Courts of Hell. Among these was Beelzebub the Great, now called Beelzebub, The Fallen, who joined the Court of Maladomini. Sammael saw in the fallen solar what he thought was a pale reflection of himself, a being who knew about loss and anger, but did not know how to

control it. Sammael believed that he had the perfect pawn to eventually use against both Asmodeus and Mephistopheles. Sammael named Beelzebub as his Chancellor and gave him a great deal of authority over his holdings, believing that the fallen solar would do well enough to keep him abreast of all of his foes' activities. Alas, Beelzebub, now referred to as the Lord of the Flies, proved not only up to the task, but the greatest adversary Sammael had encountered. An even greater liar and charlatan than Sammael himself, Beelzebub used the power Sammael granted him to isolate the Poison of Perdition completely from his allies; indeed, not only was Sammael trapped within his fortress Venal, but his strongest supporter among the Lords, Lilith, was besieged by Beelzebub's Viceroy, Moloch. Worst still, the fact that Adrammelek had been removed from his station as Lord of the Fourth revealed to Sammael that Asmodeus himself favored the fallen angels. Filled with resigned wrath, Sammael fled Maladomini, using ancient magic that caused Venal to relocate to the Gray Wastes.

In some ways, Sammael's defeat in Hell was a boon to him. No longer chafing under the rule of another and wasting time and effort battling an immediate rival, Sammael has been able to concentrate on his goal: corrupting all existence. On the brink of abandoning his hellspawn heritage, Sammael is almost Neutral Evil in his behavior, if not his goals, and has become a powerful force in the Gray Wastes. Sammael commands the respect of legions of daemons, particularly ultrodaemons who likewise work from the shadows while manipulating the weaknesses of others. In scores of worlds, Sammael is The Adversary or the Prince of Poison. A master manipulator of language and a destroyer of reputations and kingdoms, Sammael's presence is felt but rarely seen as he seeks to use words to slowly poison friendships, alliances, and morals in the worlds he infects. Indeed, Sammael has learned from his former enemy, Beelzebub, having adopted song and speech to empower his own works. Countless gods count Sammael as a vile foe, but because he hides behind the words of often innocent, witless mortals and even some celestials, most cannot directly deal with the Arch-Devil of Venom. Now, at least a dozen worlds are on the brink of revolutions that could bring about the direct rule of Sammael as his forces have shattered the worship of gods and ruined concepts related to goodness and virtue. If these ploys reach fruition, Sammael may well become a Nether Fiend or even a full-fledged god.

Still, Sammael does retain contacts with Hell. In an interesting turn, he and Mephistopheles have a very secret alliance forged upon a mutual hatred for Beelzebub and the fallen angels that have impacted Hell. Sammael also maintains some manner of association with Lilith, the Lord of the Sixth. During Antiquity, Lilith and Sammael were consorts of a sort, and as close as two Lords of the Nine could get; indeed, it was this relationship, albeit filled with lust, loathing, and misplaced passion, that Beelzebub and Moloch addressed by isolating the two original Lords of the Sixth and Seventh Hells. Now that Lilith has returned to her former station, she is cautious about interacting with Sammael, but believes that an alliance with such a powerful outcast (and potential god or Nether Fiend) would be to her benefit in the future. Aside from his ultrodaemon servants in the Gray Wastes, Sammael has a tenuous alliance with the mighty Nether Fiend, Anthraxus. These two paragons of corruption and pain do not trust each other, but both recognize

the other's power. Sammael also has a passing acquaintance with Pestilence of the Four Horsemen of The Apocalypse. To date, Sammael has limited political deals with The Abyss, although it is known that he has sent envoys to meet with both Graz'zt the Dark Prince and Demogorgon the Prince of Demons, as well as Neron the Demon Prince of Blasphemy. It remains unknown what the goals and results of these meetings were, but to date there have been no further interactions between these groups.

Sammael appears as a 10-foot tall humanoid male with an athletic, broad shouldered body with pale, gold skin and long, golden hair. He tends to wear tight-fitting garments reminiscent of a young courtier's attire at court, black and pale red the dominant colors. A pair of great, golden bat-like wings typically rest cape-like against his back. Sammael's face is incredibly handsome, in spite of the pair of large horns that sprout from his forehead, with a ready smile that typically does not reveal his needle-like fangs. The smile never reaches his golden eyes, which seem to stare unblinkingly with an uncomfortable intensity as if Sammael can see things hidden to others. His voice is likewise pleasant, although a hint of cynicism, sarcasm, and downright cruelty can bubble up without warning. Sammael always wears an elaborate rapier at his side.

Combat

Sammael loves combat and relishes the suffering it causes others. In spite of this however, Sammael appears aloof, filled with cold detachment in martial situations and seemingly unwilling to bloody his claws. In this perhaps, Sammael yet retains some of the fundamental principles and restraint of a being of order and law.

Sammael always enters combat with his Diabolical Aura and Presence of Hell. Once engaged in melee he will always attempt to use the *Open Old Wounds* facet of his Caustic Words ability on those of a more martial bent and will always attempt to Scathe His Words against spellcasters regardless of creed and way.

Sammael's natural weapons, as well as any weapons he wields, are treated as epic evil lawful-aligned for the purpose of overcoming damage reduction.

Call Devils (Sp): As a standard action Sammael can attempt to *call* devils. He may attempt to *call* up to three times per day, 3 pit fiends, 9 gelugons or cornugons, or 18 of any lesser type of devil. Sammael has a 50% chance of success with each *calling* attempt. Since these devils are *called*, they have the ability to *summon* other devils as their *Monster Manual* descriptions allow. Sammael used to be very fond of cornugons and still calls on them from time to time; only in extreme situations will he look to gelugons or pit fiends, as he despises Mephistopheles and Asmodeus and their favored servants.

In spite of his station as an outcast of Hell, Sammael has garnered a great deal of respect from the daemons of The Gray Wastes, particularly ultradaemons. Three times per day, Sammael may *call* 3 ultradaemons or 9 of any lesser type of daemon; when called these servants of pure evil never dare to question or challenge Sammael, knowing that they will be well rewarded for their efforts.

Diabolical Aura (Ex): Sammael's Diabolical Aura can be ignored on a successful Will save DC 57.

The Presence of Hell (Su): Sammael's Presence of Hell has a 1,500-foot radius, and all effects are as those cast by a 64th level sorcerer.

Regeneration (Ex): Sammael takes normal damage from epic good-aligned silvered weapons, and from spells or effects with the good descriptor.

Spell-Like Abilities: At will - *animate dead, blasphemy, blur, charm monster, create undead, deeper darkness, delayed blast fireball, desecrate, detect chaos, detect good, detect chaos, detect magic, fear, flame strike, fireball, greater dispel magic, greater invisibility, greater teleport, magic circle against chaos, magic circle against good, major image, mass hold monster, mirage arcana, persistent image, polymorph, power word stun, produce flame, pyrotechnics, raise dead, read magic, suggestion, symbol of pain, telekinesis, unhallow, unholy aura, unholy blight, unhallow, wall of fire*; 3/day - *destruction, firestorm, meteor swarm*; 1/day - *hellball, implosion, wish*. Caster level 64th, DC 32 + spell level.

Assassin spells known: 1st - *detect poison, jump, obscuring mist, true strike*; 2nd - *cat's grace, fox's cunning, pass without trace, undetectable alignment*; 3rd - *deep slumber, false life, misdirection, nondetection*; 4th - *freedom of movement, glibness, modify memory, poison*. (6/6/5/5. Caster level 56th, DC 32 + spell level.

Caustic Words (Ex): Sammael is second only to Asmodeus among Hell's more powerful members in his ability to bring others to their knees with his venomous words. Indeed, there are those who believe that Sammael was once an angel who fell so long ago that he himself has forgotten his true nature; such individuals point to Sammael's command over words and sonic energy, powers traditionally held only by spirits from the Realms Above. Sammael is always looking for and remembering weaknesses in every situation and in every soul in order to use these weaknesses in the future.

Seven times a day, Sammael may use his Caustic Words as a standard action. This extremely potent power is manifested in a variety of ways, but all require that the target or targets can hear, although not necessarily understand, what Sammael is saying (language is irrelevant since the threat comes from hearing the intent in Sammael's voice rather than understanding specific words). The radius for Caustic Words is 70 feet (in which Sammael may select targets) and the saves are DC 57 unless otherwise noted.

Open Old Wounds: This version of Caustic Words allows Sammael to re-open the wounds of those who have been wounded over the past 24 hours. All those within range must make a Fortitude save. Failure indicates that any being that suffered any kind of physical damage within, again takes the greatest amount of damage that was dealt in one round during the past 24 hours. Thus, if a fighter was in battle against a group of pit fiends 16 hours before his fateful meeting with Sammael and, during the confrontation with the pit fiends, he suffered a total of 58 points of damage in one round from all three, he would again suffer 58 points of damage from Sammael's Open Old Wounds. Such wounds may be healed per normal.

Offend: When Sammael offends with his Caustic Words, he causes those who fail a Will save DC 57 to become enraged. An enraged victim gains a +2 bonus to Strength and Constitution, suffers a -4 penalty to attacks, saves, and skill checks, must make a Concentration check to cast any spell or spell-like effect, and cannot perform any task that requires patience (like taking 10 or 20 on skill checks). Furthermore, the victim will not use any feat that has a prerequisite base attack bonus of +4 or

higher, Combat Expertise, or Dodge. The victim's only thought is to punish Sammael for his cruel words. The effect lasts for up to 50 minutes, although Sammael may end the effect as a free action. Once the Offense ends, the victim is fatigued.

Slander: Sammael may present doubts in the minds of animal companions, cohorts, familiars, and *called/summoned* creatures. Such beings are forced to make a Will save to avoid turning against their leader. While animal cohorts and familiars use their master's Will save modifier to overcome the effect, cohorts and *called/summoned* creatures use their own modifiers. The effects of Slander last for up to 7 rounds or until the master is killed. Sammael can probably cancel the effect, but has never bothered to do so.

Rotting Words (Su): Sammael's presence empowers evil spells, spell-like abilities, and supernatural effects driven by language, making them sound all the more horrible. Even Dark Speech is more dreadful when spoken in the presence of the Arch-Devil of Venom. Sammael affects language and magic of this nature within 70 feet of his person and may enact the power of Rotting Words once a day, the effects persisting for up to 21 rounds.

When Dark Speech or Corrupt spells with verbal components are used within the appropriate range, the speaker/caster suffers only ½ of the corruption cost. Any spell bearing the Evil descriptor requiring verbal components are Maximized when cast in Sammael's presence. Sammael may select which speakers/casters benefit from this aspect of Rotting Words once such individuals enter the radius.

The same seething evil Sammael radiates that empowers evil words also stifles words of peace and hope. Words of Creation or Sanctified spells with verbal components within 70 feet of Sammael are treated as though they the casters level were seven lower; further more, such effects always require a full round action to perform.

Scathing Words (Su): Any damage dealing spell or spell-like ability cast by Sammael deals an additional 50% of pure sonic damage at the fullest possible amount if he so chooses. Thus, if Sammael casts a *delayed blast fireball*, not only will it deal 20d6 points of fire damage but an additional 60 points of sonic damage.

Spite (Su): Sammael loves few things better than to watch the powerful and the strong brought into ruin due to the anger, malice, and wrath of others... particularly those who seek greater power for themselves at any cost. Thus, Sammael rewards those who are willing to harm themselves just a little in order to hurt another even more.

Seven times per day, Sammael may offer Spite to any being that calls on him. In return for the information and the ability to harm the power, reputation, or support of another individual, the victim must bring about some small form of harm, emotional or physical, to himself. The greater the sacrifice, the greater the act. The following is a general list of potential sacrifices and "rewards" for those who take Sammael's Spite:

- **Nothing Lost, Nothing Gained:** In return for one permanent hit point loss, the client receives a +1 permanent skill increase in Bluff, Gather Information, Intimidate, or Sense Motive. Each additional loss accepted increases a given skill or can be used for another skill.

- **Gouge the Eye, Reveal the Truth:** The client must blind himself with a sharp object. In doing so, the client can then curse another person to blindness if the target fails a Fortitude save = $10 + \frac{1}{2}$ the client's character level + the client's Cha modifier. The client may regain his sight, but only through a servant of Sammael; the victim may regain his sight only if the spiteful one is forced to admit to the act.
- **Drain the Soul:** In return for one point of Constitution drain, the client may select any feat for which he qualifies (the drain cannot be returned by *any* means).
- **Cut Nose, Spite Face:** The client must hack off his nose. In doing so, the client can then curse another to *insanity* if the selected target fails a Will save 57. The nose can be healed, but only by a servant of Sammael. The victim may be cured of *insanity*, but only if the spiteful one is forced to admit to the act.
- **Misery and Company:** In return for a two point Charisma drain, the client forces another to make a Will save = $10 + \frac{1}{2}$ the client's character level + the client's previous Cha modifier. If the victim fails, he suffers a -2 drain to his Charisma. While the spiteful one's Charisma drain cannot be returned by any means, the victim's may be if the client is forced to admit to the act and honestly asks for forgiveness.
- **Leech the Soul:** In return for one character level, the client can force another to make a Will save DC 57 or suffer the effects of *bestow curse*; the victim suffers all of the effects on the list. The curses may only be removed if the client is forced to admit to the act and honestly asks for forgiveness. If the spiteful one sacrifices three character levels, the victim suffers from *bestow greater curse*.
- **Sell Soul to Sammael:** The client willfully sells his soul to Sammael, becoming irrevocably Lawful Evil. He is then granted three wishes that can be used for one of three purposes (or a medley of the three): 1) Ruination of another's political power/economic standing; 2) Increase one's own political power/economic standing; 3) Engage in an act of vengeance. The wishes take effect over the course of seven days, after which the client lives as he chooses for up to seven years. After that time elapses, the victim dies from an allergic reaction and his soul is sent to the Venal Fortress where it becomes Sammael's plaything (note: Sell Soul to Sammael does not stack with the Soulsworn feat).

Regardless of the nature of the act of Spite, the client's alignment always moves one step closer to Lawful Evil (and, at the DM's discretion, any one of the above may count for an immediate adjustment to Lawful Evil). Once the client becomes Lawful Evil, his soul is forfeit and he is essentially damned to the Venal Fortress. The only way to escape this damnation is to seek the *atonement* of a 31st level good-aligned cleric and complete a *quest* offered by the same cleric that seeks to redress the harm caused by the client's Spite. The victim has 7 weeks to complete the quest; if the victim fails, he dies from a vicious allergic reaction and his soul is damned to the Venal Fortress in the Gray Wastes.

Touch of Malice (Ex): As a move equivalent action, Sammael can cause his taloned fingers to bleed any kind of poison or venom from the *Dungeon Master's Guide*, *Book of Vile Darkness*, *Epic Level Handbook*, or any other source selected by the DM. Thus, all poisons and

venom are transmitted due to injury; the Fortitude save DC is 55 for all poisons and venoms. Sammael's Touch of Malice lasts for seven rounds after which he can select to allow it to persist or change to another kind of poison as a move equivalent action. Sammael may transfer the poison to any weapon he wields.

Defamator (Major Artifact): Sammael is rarely without his rapier, Defamator. The blade is golden with a sickly green groove running lengthwise down the middle, seeming to pulse with a life of its own. Images of vines and ivy have been carved along the two sides of the blade; these meet in the middle, forming an intricate and flawlessly beautiful pattern of sparse leaves on vines. These images hold no small power of their own and spell out the title "Venom of God" in the Infernal tongue. A single, tear-shaped emerald is insert in the cross hilt, while an ovoid emerald forms the pommel. The long, gold shaft has on close inspection veins of green quartz running through it; these too appear to pulse occasionally.

Defamator was a gift from Lilith during the Days of Antiquity. It is a +6 *axiomatic, humiliating, unholy power, wounding rapier*, cold forged from iron drawn from the blood of thousands of humanoid beings. Those who suffer damage from the blade must make a Fortitude save (DC 55) or lose the ability to heal any type of damage either magically or naturally. Should the creature possess regeneration or fast healing, this ability is suppressed as well. The only way to remove the condition is to consume an entire gallon of holy water which has been *blessed* by a good aligned caster of at least 21st level.

If any creature touches Defamator without Sammael's permission, that creature must make a Fortitude save DC 55 or die; those that survive suffer three negative energy levels.

Possessions: As the master of the Venal Fortress, Sammael has a tremendous cache of treasure and is not above wearing items to enhance his deadlines.

Summoning Sammael

The summoning of Sammael cannot be done without the willing self-mutilation of the primary summoner as part of the incantation. Furthermore, each additional participant must also harm themselves during the ritual. The mutilation of the primary summoner is a painful affair, usually involving the severing of a finger, toe or ear; this deals damage to the summoner of 1/10th of his total hit points, as well as 2 points of Constitution damage. The mutilation can be healed once the summons is concluded (but see below). For secondary summoners, the wounding is either a cut across the upper abdomen, just below the heart, or a slit in the tongue. This deals 7 hit points damage. All ritual mutilation and wounding must be performed with daggers set with emeralds as pommel stones, each to the value of at least 666gp. Furthermore, the magic circles must be traced using a mix of emerald dust alongside the silver dust; the value of this dust should be in excess of 9,999gp.

With blood on hand and hilt, each dagger is placed so that the pommel rests on the edge of the outer magic circle, with the point facing inwards. Fell words of hate and malice are spoken, and the blood within the magic circle responds, running in rivulets directly into the center of the inner circle and forming a gruesome pool of liquefied hate. The color changes by degrees to a virulent green, and then begins to pulse with an evil energy.

Slowly, Sammael rises from the pool, his body dripping with venom, and his eyes glowing and pulsing with enmity.

If the summoners have not put in place a summoning sanctuary, Sammael shows his hatred for them by instantly pronouncing a curse, preventing the healing of the wounds suffered in order to summon him. Creatures already Soulsworn to him are not affected, as the Arch-Devil of Venom is content to wait until the time when he can torture their souls instead; otherwise, a successful Fortitude save DC 55 prevents the curse from taking effect. Whether or not the summoners save, further danger awaits them for their lack of preparation; Sammael's very words are poison, and for each minute that they speak with him, each creature within 70 feet of the magic circles that can hear the arch-devil speak takes 1d6 points of Constitution damage. Sammael can suppress this should he desire, for all or some or none as he wishes; generally, he is not inclined to do so.

Sammael offers power to the primary summoner by means of his Spite diabolical adaptation. He does not care so much for hammering out the details of any contract being entered into as most Peers of Perdition; though he is still Lawful Evil, his Lawful nature is close to disappearing, and he will lie or cheat if he feels it is necessary.

When at last the summons ends, Sammael draws himself up and holds himself quite still. The pool beneath his feet draws up and over him, before solidifying so that a perfect emerald statue of the arch-devil remains. A poisonous mist hovers about the effigy, but before any of the summoners can think to step within the circles and seize this enormous gem, the statue shatters sending a spray of fine green slivers bulleting through the area. A *summoning sanctuary* prevents those without from being hit; otherwise, each creature within 70 feet takes 7d6 points of damage. A successful Reflex save DC 55 halves the damage and also prevents any splinters from lodging in the skin. Should any splinters of emerald become lodged in the skin, that creature contracts faceless hate (as described in the Book of Vile Darkness) and automatically fails his save each day until the splinter is removed. Any damage from the disease can only be healed by a good-aligned cleric of at least 31st level, but magic cannot remove the splinter, which requires a successful Heal check against DC 55 to remove. Such an operation deals 7 points of Constitution damage from trauma and blood loss.

SEMYAZA Arch-Devil of Sensuality

The Seducer of Hell

Bard 20

Large Outsider (Evil, Extraplanar, Fallen, Lawful)

Symbol: A gold lute or harp surrounded by red flames on a black, inverted triangle

Hit Dice: 40d8 + 20d6 + 480 (1360 hp)

Initiative: +14 (+10 Dexterity, Improved Initiative)

Speed: 80 ft., fly 200 ft. perfect

Armor Class: 62 (-1 size, +16 deflection, +10 Dexterity, +21 natural, +6 profane), touch 41, flat-footed 52

Base Attack/Grapple: +50/+67

Attack: *Alluring Harp* +69 ranged (2d6+14 +3d6 (sonic) + 3d6 and 1 negative level (unholy)/19-20/x3

+ 9d6 (sonic) + 9d6 and 3 negative levels (unholy)); or slam +62 melee (2d8+13)

Full Attack: *Alluring Harp* +69/+64/+59/+54 ranged (2d6+14 +3d6 (sonic) + 3d6 and 1 negative level (unholy)/19-20/x3 + 9d6 (sonic) + 9d6 and 3 negative levels (unholy)); or slam +62 melee (2d8+13)

Space/Reach: 10ft./10ft.

Special Attacks: *Call devils*, Diabolical Aura, Presence of Hell, Sweet Words, spell-like abilities, spells

Special Qualities: Arch-devil Qualities, bardic knowledge +32, bardic music (countersong, *fascinate* (7 targets), inspire competence, inspire courage (+4 morale bonus), inspire greatness (4 allies), inspire heroics, *mass suggestion*, song of freedom, *suggestion* (Will DC 46)), cursed, damage reduction 30/epic, good and silver, darkvision 60 ft., Diabolical Prowess, immunity to fire and poison, low-light vision, *magic circle against good*, regeneration 16, resistance to acid 30 and cold 30, Seducer, see in darkness, spell resistance 58, telepathy 1,000 ft., Vainglory, Voyeur

Saves: Fort +40, Ref +42, Will +38

Abilities: Str 36, Dex 30, Con 26, Int 34, Wis 23, Cha 42

Skills: Appraise +12 (+14 alchemical devices, +16 instruments, +14 jewelry), Balance 22, Bluff +85, Concentration +71, Craft (alchemy) +33, Craft (instruments) +37, Craft (jewelry) +21, Decipher Script +22, Diplomacy +75 (+73 with good beings, +81 with evil beings), Disguise +23 (+29 acting in character), Escape Artist +35, Gather Information +40, Hide +54, Intimidate +46 (+52 against evil beings), Jump +11, Knowledge (arcana) +55, Knowledge (the planes) +78, Knowledge (religion) +73, Listen +31, Move Silently +53, Perform (string instruments) +83, Search +37, Sense Motive +69, Sleight of Hand +48, Spellcraft +64, Spot +49, Survival +6 (+14 in the planes, +10 while tracking), Tumble +23, Use Rope +10 (+14 with bindings)

Feats: Alluring, Corrupt Spell-like Ability ^B, Dark Speech ^B, Dodge, Fly-by Attack, Great Cleave, Improved Critical (composite longbow), Improved Initiative, Improved Rapid Shot, Leadership, Many Shot, Mobility, Persuasive, Point Blank Shot, Power Attack, Rapid Shot, Weapon Focus (composite longbow), Trustworthy

Epic Feats: Epic Evil Brand ^B, Epic Skill Focus (Bluff), Epic Skill Focus (Perform), Inspire Excellence, Lasting Inspiration, Music of the Gods, Rapid Inspiration

Environment: Infernal Realm of Allure in Avernus, First of the Nine Hells of Perdition

Organization: Unique (Solitary), or quintet (4 advanced fallen planetars)

Challenge Rating: 46

Treasure: Quadruple standard plus *Alluring Harp*

Alignment: Lawful Evil

Although almost all worlds and cultures recount *The Great Fall* in some manner, few know that angels have Fallen into Perdition since before the Dawn of the Gods. Some, like Apollyon the Dark Angel, fell so long ago that but a few recall that he was once an angel. However, even the most righteous beings have yielded to temptation and many, so self-righteous and proud, never repented of their betrayal to the Bastions of Righteousness or the gods of the Realms Above.

Aside from those angels that fell during *The Great*

Fall, the best known group of fallen angels was the Voyeurs or the Watchers, so named because they spent countless eons watching and lusting after the mortals of the earliest Prime worlds. Chief among the Voyeurs was the great solar, Semyaza.

Semyaza was a solar serving the will of the Heralds of Holiness. Semyaza granted boons to the greatest servants of good regardless of the gods these mortals worshipped. With song and a soothing voice, Semyaza encouraged mortals to hold true to goodness and honesty. However, for all his words of kindness and love, Semyaza felt nothing but amused contempt for mortals. He saw how his appearance affected even the greatest of their number, how they listened to him and fawned after him. Semyaza was aware of the limited will mortals possessed and he believed, in his arrogance, that much of this was a testament to his beauty. This attitude became a fetish to Semyaza and soon, his contempt germinated into unnatural lust. It is probable that if Semyaza had truly fallen in love with a single mortal or perhaps even made a mistake in the heat of the moment that his crimes would have been forgiven. Yet, this was not the case for what Semyaza wanted was all mortals to serve his desires, for their self-determination to become subject to his will and whim. Semyaza yielded to his temptation, taking advantage of beautiful women of all walks of life, smothering their will and independence.

Semyaza's arrogance knew no bounds. Enamored with himself and his conquests, Semyaza shared his gross behavior with other angels whom he suspected were feeling desires as his own. At least two hundred angels followed Semyaza, including the likes of Armors and Azazel. However, the decadent behavior in which Semyaza and his followers indulged would not last. In his greed, Semyaza grew more confident of his skill with wooing songs and his fair appearance, and soon sought the affections of paladins and clerics of goodness, seeking to bring them under his thrall as well. These women pushed aside his advances and, through prayer and meditation, informed their gods of his behavior. The gods in turn lashed out against the Heralds of Holiness who, when informed of the monstrosity of Semyaza's actions and his corruption of other angels, called him and the others into account. Semyaza effectively laid blame on the events largely on the shoulders of Azazel, earning the latter's undying enmity. However, Semyaza's lies did not trick the Heralds. Semyaza, along with the other Voyeurs, was cast from the Realms Above. These fallen angels, livid at their predicament, sought to avenge themselves against Semyaza, who again convinced many that Azazel was to blame. While Azazel fled into The Abyss with almost half the Voyeurs in pursuit, Semyaza fell into Perdition.

The Nine Hells of Perdition at the time were ruled by Lucifer the Satan. Seeing a kindred spirit of sorts in Semyaza, The Overlord of Hell offered him a fief so long as he continued to pursue the untainted souls of mortals under the auspices of Hell. This, Semyaza accepted and he, along with a number of other fallen angels, was granted a realm in the layer of Avernus. In his Infernal Realm of Allure, Semyaza would wisely accept the rulership of Asmodeus when that devil came to power and continues to serve Hell to this day.

In Hell, Semyaza is largely ignored. Although he is a powerful arch-devil, he is not officially part of Hell's hierarchy and thus does not often draw the attention of other devils... which is precisely the way Semyaza likes

it. He is not interested in ruling an entire layer of Hell, so does not get involved in the politics of the Lords of the Nine and other arch-devils. In fact, the few devils with whom Semyaza interacts include Belial and Fierana. His relationship with the father and daughter rulers of Phlegethos is rife with competition, hatred, and smothering lust. Semyaza would love nothing better than quench either of their flames under his power. Semyaza also finds occasion to treat to Glasya, whom he also finds most appealing but off limits due to her status as Princess of Hell. On occasion, Bael – the Lord of the First – sends diplomats to visit Semyaza, believing that doing so will ensure that the powerful arch-devil never takes an interest in ruling Avernus himself. Most of Semyaza's relationships continue to be with mortals. Even before he was cast from the Realms Above, Semyaza had sired quite a few offspring and had taken a number of concubines. The chief of his mortal allies is the powerful sorceress, Ishtahar. To Ishtahar, Semyaza had granted numerous secrets of the Realms Above, effectively making her immune to most attacks from angelic or good-aligned divine sources. He also provided her with the key to uncover the True Names of the Bastions of Holiness and dozens of powerful gods of good. While Semyaza does not know the Names specifically, he knew that the secret to their names could be uncovered in various repositories of knowledge scattered across Creation. In return for his knowledge, Ishtahar – the only woman to control Semyaza (although he himself refuses to believe this) – allowed him to bed her. The result of this unholy union was the creation of Semyaza's greatest children, Hiwa and Hiya. These tremendous nephilim continue to stalk the Material Plane, creating huge tyrannies that eventually topple over from their own evil and gluttony. Aside from these two eldest sons (who despise their father but do his bidding when commanded), it is believed that Semyaza has scores of offspring in the Material Plane, most of them unaware of their heritage.

Most of the other Voyeurs hate Semyaza, blaming him for their fall. However, he remains the greatest of their number and few would dare to challenge him. The only Voyer who continues to seek ways to confront and destroy Semyaza is Azazel, now called the Demon Prince of the Desert. Azazel looks for every opportunity to attack Semyaza, his children, or his allies. Semyaza routinely leaks information on his weaker children to Azazel, occupying the vengeful Demon Prince's time and distracting him from Semyaza's true plots and goals.

To this day, Semyaza still functions at the behest of The Overlord of Hell as he pursues the souls of mortals who find solace in the arms of another and those who need another's strength to give their lives value. Women are his most frequent target as he believes them to be weak and soft, but a fair number of men yield to the temptation he offers as well. Like Belial, Semyaza uses sex as the crux of his evil, but unlike Belial, Semyaza is not interested in pain or gross acts of oppression; he prefers to let those he controls believe that they have wills of their own despite the fact that he has long since robbed them of their self-determination. He seeks to make them dependant upon the physical pleasure he grants leaving them utterly swayed by his will. However, Semyaza has a secondary goal. Semyaza is slowly and quietly building his own army of nephilim. Although most who are familiar with this steady proliferation assume that Semyaza means to overthrow a Lord of

the Nine or perhaps even The Overlord of Hell, in truth Semyaza wishes to tear down the Heavens themselves in revenge for what they did to him. Once Ishtahar completes the research she has been working on for uncounted millions of years and uncovers the True Names of the Realms Above, Semyaza will have his revenge.

It is unclear when Semyaza lost his naturally glorious form. Some believe it occurred well before the Heralds cast him out, while others believe it happened during the fall itself. At any rate, Semyaza has taken pains to hide the truth of his appearance. To most, Semyaza appears as a solar of such piercing beauty that to see him pains the heart with desire. Those who find the means to look beyond his inhuman beauty see nothing more than a somewhat sad solar. Those with the power to strip aside all of his illusions see Semyaza as he truly is: a solar with dead, blotched ash-white flesh covered in deep wrinkles. His tattered wings shed constantly, and his once fair face is devoid of any love or happiness.

Combat

Semyaza despises physical altercations and does everything in his power to avoid them. Semyaza typically believes that forestalling potential conflicts before they begin is the best policy, so he often encounters all beings with his Seducer power in effect. If Semyaza suspects that potential victims are strong enough to overcome his power, he is more than happy to parley, often sprinkling his conversation while strumming his harp. Semyaza always concentrates his attention on the most attractive female in the group; if there is not a woman present, he will then target elven or human males with the highest Charismas. In either case, he will attempt to diplomatically avoid combat and seek to relocate... only so he can then cast *greater invisibility* on his person before attempting to *mass charm monster* an entire group or *dominate person* on the most attractive female (or male) in the party. He will usually instruct charmed victims to convince their allies of his beneficence and desire to help mortals; only if he feels especially threatened will he cause these charmed victims to attack their allies.

If Semyaza does get involved in a fight, he is a very capable opponent. He will always surround himself with his Protective Aura before casting *unholy aura* on himself. He will then detonate a *meteor swarm* either among the tightest group of opponents or with himself at the center before attempting to *call devils*. Semyaza will then seek to relocate to a safe distance that still allows him to assist his allies with his bardic abilities. If the fight progresses past six rounds, Semyaza will begin calling down *meteor swarms* and will start casting *destruction* on the most dangerous enemies. Once Semyaza suspects that a fight is going against him, he will immediately retreat... although he will do his best to *charm* at least one PC before leaving.

Call Devils (Sp): As a standard action Semyaza can attempt to *call devils*. He may attempt to *call* up to three times a day, 3 pit fiends, 9 gelugons or cornugons, or 18 of any lesser type of devil. Semyaza has a 50% chance of success with each *calling* attempt. Since these devils are *called*, they have the ability to *summon* other devils as their *Monster Manual* descriptions allow. Semyaza finds the physical presence of most devils repugnant, so he rarely attempts to *call* unless he *calls* erinyes.

Semyaza may instead automatically *call* 3 fallen solars or 9 of any lesser type of Lawful Evil Fallen.

Semyaza is often in the company of four fallen planetars. It is a widely held rumor that Semyaza has the ability to *call* on his two greatest sons, Hiwa or Hiya once per day (treat as nephilim titans with fly speeds of 120' good).

Diabolical Aura (Ex): Semyaza's Diabolical Aura can be ignored on a successful Will save DC 55.

The Presence of Hell (Su): Semyaza's Presence of Hell has a 1,200-foot radius, and all effects are as those cast by a 59th level sorcerer.

Regeneration (Ex): Semyaza takes normal damage from epic, good and silver weapons.

Protective Aura (Su): As a free action, Semyaza can surround himself with a dark miasma with a 20 foot radius. This acts as a *magic circle against good* as cast by a 59th level Sorcerer. The aura can be dispelled, but Semyaza can create it again as a free action on his next turn.

Seducer (Ex): As a being dedicated to seemingly giving others their desires as they relate to love and affection, Semyaza comes across as a figure of great beauty, dedication, and honesty. Not even cosmic nor divine beings can resist the power of his presence, the lure of his soft gaze, or the pleasure of his soothing music. Once ensnared in his wiles, Semyaza's victims slowly lose all self-will and independence, becoming slaves to the Arch-Devil of Lust. As a result, he has come to be known as The Seducer and his powers in this arena are challenged only by a scattered few. Not only does Semyaza's power as a Seducer manifests in a variety of ways, it also affects creatures typically immune to mind-affecting effects. Unless otherwise noted, these powers are always in effect.

When a lesser creature (any being under demigod status) views Semyaza, she does not see a terrible monster, or even a "normal" solar. Instead, she sees a being of such beauty and sensuality that she wishes to be with him and will do anything to please him. What each being sees corresponds to his/her/its definition of the perfect mate, one to whom a person will abandon his/her/its self to. Similar to a *mass charm monster* spell as cast by an 59th level caster, Semyaza's seductive presence requires that all lesser creatures make a Will save DC 59. A failed save results in a victim that will do anything to please Semyaza for three days. Every day thereafter, the victim receives an additional saving throw, receiving a +1 cumulative bonus to save. If Semyaza makes a request that may bring harm to the victim or stands in opposition to their ethics or morals, the victim gains another Will save DC 59 with any appropriate modifiers as determined by the DM. A victim that succeeds in saving against this effect is immune for one week. This version of Seducer may not be used in conjunction with Semyaza's Diabolical Aura; Semyaza may suppress this power or reactivate it as a free action at will.

Even cosmic and divine beings are subject to Semyaza's seductive nature. Such beings receive a Will save DC 59 with the following modifiers: lesser gods receive a +3 bonus to save; intermediate gods receive a +6 bonus to save; and greater gods receive a +9 bonus to save. Otherwise, such beings are affected as mortal creatures described above.

Finally, Semyaza's seductive nature infects any child born by his lust. Any offspring Semyaza sires is either Lawful Evil or Neutral Evil and always bears the nephilim template. The Spawn of Semyaza, as they are called, are psychically linked to their father and feel

compelled to obey him; they receive a -9 penalty in any action to harm their father or resist any spells, spell-like abilities, or other supernatural effects he casts at them.

There is only one way to force Semyaza to discontinue the use of his Seductive power. While most beings see Semyaza as the epitome of splendor, there are those who suspect that his true form is far from perfect. However, not even gods have an easy time piercing Semyaza's illusions. Mortal creatures that try to pierce the illusions that wrap Semyaza's body with spells like *true seeing* are stunned for nine rounds upon their first attempt, overwhelmed by the fleeting image of Semyaza's true appearance; this does nothing to hinder Semyaza's Seductive power. Despite desires to do otherwise, the memory of his appearance often immediately departs after being seen. Only by successfully making a Will save DC 57 can the mortal recall the terrible truth of Semyaza's true form after witnessing it through *true seeing*; those who fail are stunned for 1 round for each point they failed their save and suffer a -1 cumulative penalty for subsequent attempts to pierce Semyaza's appearance during a 24 hour period. Cosmic and divine beings likewise have difficulty seeing Semyaza's true form. Cosmic and divine beings with access to salient divine abilities Know Secret, Power of Truth, or similar cosmic powers must concentrate as a full round action to see through Semyaza's glamor; these beings receive an additional +3 to their saves against The Seducer's power. All cosmic and divine beings with divine ranks may attempt to break Semyaza's power by making an opposed Will check to Semyaza. Those who fully view Semyaza in his true form are immune to his Seductive power for a year and a day.

Spells (bard): *Bard spells known* (4/8/8/8/8/7/7; base DC 35 + spell level; 41 + spell level for Enchantment; 43 + spell level for Enchantments with somatic components): 0 – *daze, detect magic, flare, lullaby, mage hand, prestidigitation*; 1st – *charm person, hypnotism, identify, undetectable, ventriloquism*; 2nd – *blindness/deafness, eagle's splendor, enthrall, mirror image, sound burst*; 3rd – *blink, displacement, glibness, scrying, see invisibility*; 4th – *break enchantment, dominate person, legend lore, locate creature, modify memory*; 5th – *dream, greater heroism, mind fog, mislead, nightmare*; 6th – *greater shout, quest, sympathetic vibration, veil*. Caster level 59th.

Spells (cleric): As a fallen solar, Semyaza still retains the ability to cast divine spells from the cleric list and from the Evil and Law domains as a 39th level cleric: 6/7+1/7+1/6+1/6+1/5+1/4+1/3+1 (save DC 25 + spell level, DC 27 for spells of the enchantment school, DC 27 for spells with the Language Dependent descriptor, DC 29 for spells of the enchantment school with the Language Dependent descriptor).

Spell-Like Abilities: At will – *aid^E, animate dead, animate objects, bestow curse, blasphemy, cause fear, charm monster^E, contagion, continual flame, deeper darkness, delayed blast fireball, detect chaos, detect good, dimensional anchor, flame strike, greater dispel magic, greater invisibility, imprisonment, magic circle against chaos, magic circle against good, mirage arcana, persistent image, polymorph, raise dead, resist energy, summon monster VII, speak with dead^L, symbol of pain, unhallow, unholy aura, unholy blight, waves of fatigue*. 3/day – *blade barrier, destruction, earthquake, firestorm, harm, mass charm monster^E, meteor swarm, permanency, waves of exhaustion*. 1/day – *energy drain,*

hellball, *power word blind*^E, *power word kill*^E, *power word stun*^E, *prismatic spray*, *wish*. All spells are cast as a 59th level Sorcerer (save DC 35 + spell level, DC 37 for spells of the enchantment school, DC 37 for spells with the Language Dependent descriptor, DC 39 for spells of the enchantment school with the Language Dependent descriptor).

^E Spells of the Enchantment school

^L Spells with the Language Dependent descriptor

Sweet Words (Ex): As a free action, Semyaza may use any bardic music ability. Conversely, he may use any arcane spell from the school of Enchantment 7th level or lower as a quickened spell. Semyaza may do one or the other each round. Finally, Semyaza's enchantment powers (and associated Diabolical Adaptations listed above) all function as if benefited from Epic Spell Focus.

Vainglory (Ex): In the same way that Semyaza can induce others to depend upon him for love and affection, so too can The Seducer grant power to those seeking to force others to do their bidding. The Seducer can offer the power of Vainglory to any mortal willing to offer his soul to the Arch-Devil of Lust, forever giving the mortal great beauty and strength of personality that crushes the wills of others.

Nine times a week, Semyaza can call on Vainglory, granting the boon to one individual. While simultaneously scarring the client's soul, the Lord of Voyeurs increases the client's Charisma by one point. Every day thereafter for the next eight days, the client's Charisma increases by one point (to a maximum of nine additional points). However, for every increase in Charisma, another of the client's ability scores decreases by one point or else he voluntarily gives up a feat or two points from any skill. After the Charisma bonuses are all earned, the client retains them for three days before they disappear; the client does not regain whatever was traded. In any case, once the client takes this first step, the client moves one point closer to Lawful Evil.

The benefits of the Charisma boost transcend just increased force of personality and physical appearance. If the client is a spellcaster, he uses his new Charisma modifier for bonus spell allocation and DC determination when and if the modifiers exceeds the modifier typically used for spellcasting when the client casts spells from the school of Enchantment.

However, as the client becomes ever more attractive, his arrogance and disgust towards less appealing people intensifies. The client feels entitled to having his desires, often sexual in nature, satisfied by others. Indeed, he wishes to smother the independence of others in order to aggrandize himself. This is the only way to maintain the Charisma bonuses. Once per week, the client must impose his will on another being, forcing them to do his bidding. When stripping the victim of her or his will, the client ensures the continuity of his Charisma bonuses. While the client may use any means to force another to submit, the use of spells and other magical effects requires that the client overcome three victims rather than one a week. Once the client proves his importance, the victim is allowed a Will save DC = 10 + ½ the client's level + the client's modified Charisma. Failure indicates that the victim is effectively dominated as per *dominate person*; the caster level is based upon the client's character level. If the victim succeeds, there is naught but hate and fear for the client. It is interesting to note that victims of the Vainglorious with a Charisma of 9 or less

suffer a penalty to their save equal to their negative modifier, as their lack of personality makes them easier prey for the servants of Semyaza.

As soon as the client essentially rapes his first victim, he is automatically Lawful Evil and wholly a servant of Semyaza. Only *miracle*, followed by *atonement* cast by a 31st level good-aligned cleric can absolve the client of his evil acts. The client immediately loses his Charisma bonuses. The only way to retrieve lost ability scores, feats, or skill points is to complete a quest appointed by the same cleric. The quest must be completed within three weeks or else the victim will never regain that which they sold.

A client that dies while under the effects of Vainglory finds his soul forever bound to Semyaza's Infernal Realm of Allure in Hell.

Voyeur (Su): As one of the chief Watchers, or Voyeurs as they came to be known, Semyaza's eye roved far and wide, seeking out the most beautiful mortals. As his arrogance and lust flared ever greater, so to did his ability to both find and watch great beauty. This talent he took with him when he Fell; Semyaza's arch-devil awareness is augmented by this talent so that he is able to use his senses in up to nine places simultaneously, and only greater gods or equivalent powers (DvR 16 or CsR 16 or higher entities) can bar his ever-roving eye, and weaker entities do not even know that the Voyeur is watching.

Semyaza, though, is so consumed with lust that at all times at least six of his nine possible sensors will be focused on great beauties, particularly mortal female humanoids; sometimes, for a particularly stunning woman, Semyaza will focus more than one of his sensors on a place in order to get several different points of reference. Rumor has it that the Arch-Devil of Sensuality has focused all nine sensors on such places as Glasya's bath and Fierana's bed, watching from every possible angle simultaneously, and writhing in lust and desire to smother their wills beneath his velvety heel.

In the event that Semyaza is entirely focused on one place, he is treated as fascinated for so long as his attention is thus caught up; even mention of his name is not enough to draw his attention at such times.

The Alluring Harp: Semyaza made this minor artifact shortly after his fall from grace. Made of gold, this garish lap harp allows all of his enchantments and Bardic songs to behave as if benefiting from the *Extend Spell* feat. As a free action, Semyaza can turn the harp into his +9 *sonic blast*, *unholy power*, *mighty composite longbow* (+5).

Possessions: *The Alluring Harp.* As an arch-devil, Semyaza has access to countless resources and magic items. However, he does not see himself as a combatant, preferring to pursue more mortal and immortal women of incredible beauty to grind under his velvety heel.

Summoning Semyaza

Semyaza must be seduced into being summoned; a mortal woman of great beauty (Charisma 18 or higher) is a suitable sacrifice. The more stunning the "creature", the more likely that the summoner(s) will attract Semyaza's attention (for every 2 points over 18 that the sacrifice has in Charisma, the summoner receives a +1 bonus on summoning the Arch-Devil of Sensuality). This woman must be placed naked within the *magic circles*, staked and tied spread-eagled on the ground.

Aphrodisiacal incense must be burned throughout the area: jasmine, sandalwood and other intoxicating perfumes.

At the height of the summoning, the vapors and smokes coalesce immediately over the form of the woman, and Semyaza appears. His immediate attention is for the sacrifice, whom he uses his Sweet Words on, seducing her and bending her to his will, until her only desire is to please the Arch-Devil of Seduction. Should the woman resist his advances, he will take her on the spot to prove his dominance over her; otherwise he will leave her for the time being to conduct business. In either case, Semyaza takes the woman with him back to Hell at the end of the summons.

Semyaza takes his time in conducting business with the summoner, using flattery and wit to put her off guard, and generally not making concrete pacts (including the Vainglory boon) until less than a minute remains of his summons. In such a fashion many have made rash deals, conscious only of either Semyaza's flattering words or of bargaining time running out; the Arch-Devil of Seduction loves those who stop thinking logically and instead choose emotionally, for he manipulates them all the better.

With affairs ended, Semyaza takes hold of the woman in the *circles*, before slowly dissipating into the vapors and smokes from which he appeared. Several white swan feathers drift amid the fumes (1d6); each feather is treated as a *dominate monster* scroll (caster level 20th, Will save DC 21 negates), except that no spellcasting ability is needed in order to use a feather. Any creature that touches one of the feathers without using it within 24 hours must make a Fortitude save DC 52 or contract Misery's Passage (see the *Book of Vile Darkness*). Any creature *dominated* through the use of one of Semyaza's feathers automatically contracts Festering Anger (no save, see the *Book of Vile Darkness* for details). Any creature which uses one of the feathers to attempt to *dominate* another creature takes a -6 penalty on future saves against Semyaza or any of his progeny's special attacks.